Dengeki
SUPER MARIO BROS. WONDER
Complete
攻略本
NINTENDO SWITCH
Super Mario Bros. Wonder

Super Mario Bros. Wonder

Complete Strategy Guide

to the Flower Kingdom

Let's restore peace

Mario and his friends

This time Mario and his friends' adventure will be with 12 companions who will stand up to Bowser and Bowser

↑ Everyone goes out together. Besides Mario and Luigi, Peache is seen riding Yoshi with Toads following her.

↑ A beautiful Wonder Flower appears at the ceremony venue. However, it is suddenly stolen by Bowser, plunging the Flower

Oukoku (Kingdom)

Residents of the Flower Kingdom

Prince Florian embarks on an adventure together with Mario and the others! Poplin and the chatty flowers help Mario and his friends everywhere they go in order to restore peace to the Flower Kingdom.

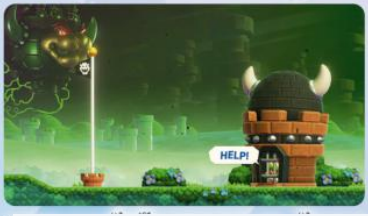
Talkative Flower

Florian Royal Academy

Poplin

Chikara Dai Shiro

Bowser transforms into a gigantic castle-like form using the power of the Wonder Flower.
He even spawns giant Piranha Plants!



into fortresses, and the
Popplins who were inside become captives.

Invited by Prince Florian,

Oukoku (Kingdom)

Mario and his friends arrive in the Flower Kingdom.

With the mysterious power of the Wonder Flower,

Jou Gakkii

Shin

Bowser and the Flower Castle merge, transforming Bowser into a massive form!

In the various worlds of the Flower Kingdom,

It's terrible

Various enemies have begun rampaging, and it's become a disaster!!!

Ichidama

— Before something important, Mario and the others
would never stay silent. They won't be restrained! Together,

Guided by Prince Florian

Cooperation

With help from the Popplin and others,

on an adventure to thwart Bowser and his gang's schemes,

(depart)

Mario and his friends set off.

White

Castle Bowser

Bowser & Bowser Jr.

The familiar archenemies of Mario and the others — a father and son. Not only Bowser but Bowser Jr. also gains wondrous powers!

Junior

Wonder Bowser Jr.

Super Mario Bros. Wonder

Super Mario Bros. Wonder Complete Strategy Guide

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System
kai
setsu
解説
POW

basic
Basic how to play the game

honsaku
Oukoku (Kingdom)
The Flower Kingdom, the setting of this work, has at its center
shotō
heigen
Desert
Plains, deserts, and other areas connected to the Flower Isles.
kōnando
Six worlds and high-difficulty special war
Rydo. Each world contains
fukusū
tansaku
There are multiple courses, and world exploration and course
Strategy Guide
monogatari susumu
By clearing challenges, the story advances.

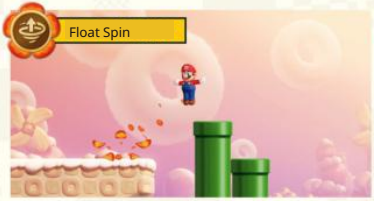
★Approach a course icon on the world map and press the A button to challenge the course. Some courses may require certain release conditions to be met.

Sozei
People
Nou
A total of 12 characters are playable

Start Time
The character you will play is selected at the start of the game.
All Characters Same Abilities
All characters have the same abilities.
Ichidoera
You can choose from 12 characters; even after
Changeable
selecting one, you can change it anytime from the main menu.
Confirm
They are not limited to that; they are broadly divided into three types.
Please check on p.016.

Equip badges to strengthen the character's actions

There are 24 badges in total, and many of them strengthen the character's actions and make course completion easier for you. Badges can be equipped from the main menu, before starting a course (by pressing R), and when retrying during an attempt. Check page P.020 for details on effects and how to obtain them.



↑ The Float Spin Badge lets you perform an additional jump-like boost, and the Dolphin Kick allows you to swim quickly underwater. Because it enables you to ascend, it is useful in many situations. It is an indispensable effect on underwater

houken

Let's help each other and adventure together

Up to 4 players can use "Shared Play".

Offline, one Nintendo Switch console

If there are enough consoles and Joy-Con controllers for each person, everyone can and play together. When online, friends can join a room created by the host if a player-created room is joined by a friend, cooperative play is possible.

← Offline cooperative play is Choose the controller. Select the number of players before selection

◆Connect online with players and friends around the world

While online, other players appear as translucent live ghosts on the world map and co They appear in the course and can interact through greetings and more. Also, the host player can create a room, and the re

Invite friends to this course, or friends can search and join to start cooperative play.

Note: Online play requires Nintendo Switch a subscription to Online is necessary.

← Online If you want to talk to the Communication Antenna or speak,with Me from the menu your online setting

← Even if you are not doing cooperative play, by placing panels you can support o

Mechanism for stocking power-up items

Items such as Question Blocks and Happy Flowers spawn power-up items, and when these are collected, the player character transforms and abil is enhanced (see p.018). Also, alrea When transformed into (that form), if you obtain another powe when you pick up an item, the previous power-up item will be stored in the stock system. Stocked In progress Stocked power-up items can be released onto the course as balloons at any time by holding down a button. Example of power-up item stock

The power-up items that appear in each course are generally fixed, but by using the stock you can tackle the course with

If you pick up a Fire Flower while transformed as the Elephant, you will transform into Fire and the Elephant Fruit will be stocked (if an item is already stocked, the old one is overwritten). When you want to switch abilities, when you take damage, if you hold down the A button the stocked power-up item will appear in balloon form. Even if you obtain a Super Mushroom while transformed by or while having in stock a Fire Flower, Elephant Fruit, Drill Mushroom, or Bubble Flower, it will not

Explanation of Game Screen & Menu Screen

The in-course screen displays remaining counts and the number of coins the player currently has, showing the player's status. Also, on the menu screen Switching characters and badges, online Settings, you can configure status and option settings, Let's check the contents.

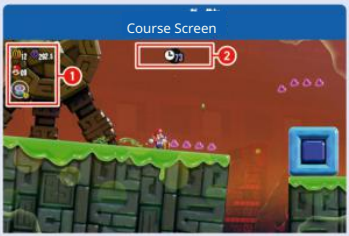
Flow when Mistakes & Game Over occur

- If you make a mistake, the remaining count decreases by one, and you return to the beginning of the course. Chukan (Midpoint) — Only when you've reached the midpoint. You can change the
- If the remaining count reaches 0 and you make a mistake, Remaining Count becomes available, and Prince Florian gives five 1-UP mushrooms. Also, outside the Special World, the "Koi ZakuZaku Golden Bonus" will appear.

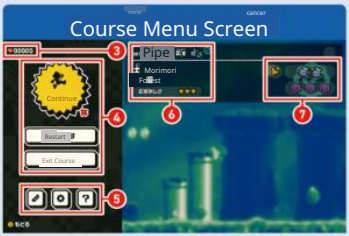
When you make a mistake or choose "Retry", you can change the badge you wear. You can also equip a different badge and

How to Read the Game Screen and Menu Screen

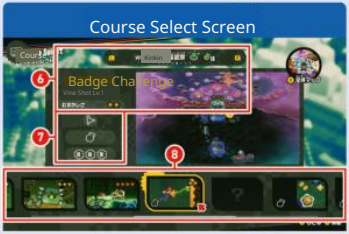
Course Screen



Course Menu Screen



Course Select Screen



Main Menu Screen

1. The Player's Current Status

Remaining, Number of Coins and Flower Coins Owned, and Stocked Power-up Items

2. Time count and number of enemies defeated

During certain Wonders: time limit, Hana-chan races

In areas such as the Coliseum, the current time and Wonder Flower

Requirement to defeat enemies for appearance conditions

The number of enemies is displayed in locations where it is relevant

3. Heart Points

Points added when you assist another player online are awarded

4 Choose Continue / Restart / Exit Course

"Continue" closes the menu and continues course progression

"Restart" abandons collected items and re starts the course from the beginning; "Exit Course" keeps collected

Give up the item and return to the World Map

5. Change various settings and check the operation guide

Number of Players

Number of players, controller settings, and options

You can check the settings operation guide

6. Course Information

World Name, Course Name, and Difficulty Are Displayed

Progress of objectives within Course 7

Achievement of the top of the goal ball, Wonder Seed

and display the collection status of 10 Flower Coins. White dotted line

If displayed, it means not yet obtained

Number of Flower Coins

Selecting the displayed course will take you to that location

loop. Courses that have never been attempted are displayed c

Disabled and cannot be selected

9. Various Select Menus and Panel Collection

Changing the playable character and the badge to equip, on the screen

Transition to the course select screen and the panels you poss

Can check the ru on the screen

10 Saving and Transition to the Title Screen

"Save" to execute saving, "Return to Title" on the screen

Can return to the title screen with

1. Online Settings

You can switch between online and offline modes

Note: For online cooperative play, a display showing friends' statuses will be added near the in-course men

kingdom
of the Flower Kingdom
Information
World Information

Shō Exploration
The world map can be freely explored, and Popplin
and you may also encounter Captain Toad.

Explore the various worlds spreading out from the Flower Isles

On the world map, you can move around large areas by dashing
and jumping. Course
In addition, there are also shops where you can go shopping,
There may also be Popplins who give you information, so
Let's try to find it. A wor(ld) centered around the Flower Isles
Check the connections between worlds on p.066.

You need to proceed
forward. Follow that
route in order to the places

Embark on a new adventure with Wonder Seeds and Grand Seeds

Obtain Grand Seeds in each world to
remove the cloud Piranha Plants covering
Bowser's Castle and proceed. Also, Grand
Seed courses Main flow for progressing
through the adventure

To challenge them, you need to collect Wonder Seeds,
so follow the progression introduced below to
advance through the stages.

Clear the courses
Ten commandments,
that appear on the
world map
Collect Wonder
Seeds.

● Wonder Seed
If you collect a
certain number,
you can unlock courses that are t
You can unlock them.

Clear the final
course of each
world to
successfully
obtain the Grand Seed.

● Grand Seed
Obtain it and give it to the Flower
When you return to the islands,
a new world
will be unlocked.

Characters on the world map

While exploring the world map, you may encounter Poplin.
Talking to them will not only provide information about that world,
but they will also open a general store.
You can shop from the Popplin in place. O
There is also a communication antenna where you can configure online settings
, so be sure to walk around thoroughly.

Poplin provide information. Basics that are useful for progressing If you examining

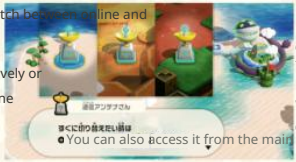
Shopping at the General Store

At the General Store, you can use Flower Coins
to buy badges, 1-UP mushrooms, panels, and more.
There are badges that can only be purchased at that shop, but
Reward coins, block appearances, and recovery jumps
The three types of items will appear in subsequent worlds
You can also purchase it at the odd-jobs shop.

Buy mushrooms in advance. If so, you can

Talk to the communication antenna to go online

When you talk to the communication antenna, you can switch between online and
offline modes from the main menu
can be performed in the menu). If you want to play cooperatively or
If you want to connect with players around the world, go online
Try switching to online. Online guide as well
You can view it, so it's a good idea to check it.



The communication antenna is wa so make use of it.

Bopplins who open up paths for you

On the world map, rocks are blocking the path
there are several places where bridges are broken or impassable
In such cases, find someone near the rocks or bridges

Talk to Poplin and give Flower Coins,
have the route opened. Note that the number of Flower
Coins required differs by location.

When you talk to Popplin
you are given the option of
whether to give Flower Coins.
If you have enough coins,
please give them.

Popplin will break rocks and repair bridges to open up the path. This will allow you to challenge the course located beyond.

With you split it

Reward Third Spe

Let's search for the secrets hidden on the world map

There are many secrets hidden on the world map, such as routes and courses that appear when certain conditions are met, and hard-to-find secret locations.

There are also places where you can obtain coins, so refer to the Flower Kingdom map walkthrough starting on P.066 using it as a reference and try exploring.

Strategy guide

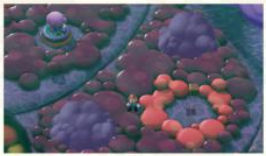
◆Discover hidden courses and routes

At first, some areas do not appear on the world map

Found courses will appear and you should keep on challenging them.

Clearing certain courses in the field or completing them via hidden goals

can cause changes such as the appearance of new courses or the opening of new routes when cleared via hidden goals.



● In some worlds, courses may be hidden by sand or fog. In that case, approach them to make them appear.

◆ When a new course appears, it will be shown on the world map. Head there right away and try th

◆Captain Toad exploring various locations

There are three pipe locations in the Dokan Rock Plains of W4 (p.072).

In W4 Hidery Desert there are two locations (p.226) where there are hidden pipes. These pipes each

They connect to other worlds, and beyond them

You can meet Captain Toad, who explores various places, so try to look for him.

◆ Pipes that connect to Captain Toad may be hidden in the shadows or may appear when a hidden goal causes a route to appear.

◆ Enter a pipe to go to another world, and Captain

If you talk with Captain O, once during each conversation grants coins: you receive 50 coins.

◆Get a large number of coins with the Golden Bonus

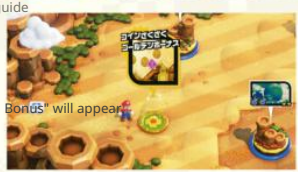
Strategy guide

Peek into the Special World, and while clearing a course

If you make a mistake when the remaining count

reaches 0 during a run, it becomes a game over, and upon restart a special course called the "Coin-Rich Golden Bonus" will appear.

A different course will appear. In this course, coins in large quantities can be collected in abundance.



when you do A. It is fixed for each one, and the place

"The Kingdom"

of the Flower Kingdom

Information

Course Information

Changes in Wonder and ways to increase the remaining count, etc.

Strategy guide

We will introduce information useful for strategy.

Touch the Wonder Flower and head into the Mysterious Wonder Course

Touch the Wonder Flower located on the course

By doing so, you can enter a mysterious course

During (wonder) — scenery

able. While in Wonder, not only the scenery but also enemies and mechanisms

Multiply, and furthermore the player character themself

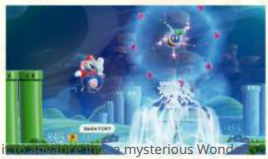
may change, so check the details

beforehand.

OAA Won r Flower

The Wonder Flower is hidden somewhere on the course.

Find and collect it to enter a mysterious Wonder



★End of Wonder

At the Wonder point there is a Wonder Seed. By collecting this seed, you c

Main changes that occur when touching a Wonder Flower

Course

The scenery and music change dramatically;

and pumpkins bounce

around, and the

Great changes will also occur to the stakes.

Strategy guide

Changes in the mechanisms are the key to clea

Player character

In some courses,

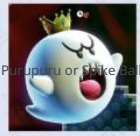
the player character

can transform into forms such as Purupuru or Spike Ball,

and the ac

tions also change.

敵



Only appears in

certain Wonder courses

There are also enemies. In some places

There are many encounters, so don't ru

—let's proceed while doing so.

Objectives to Achieve Within the Course

This game contains six types of completion elements, which achieved, you will receive a medal for each. On the medals, to collect all Wonder Seeds and 10 Flower Coins

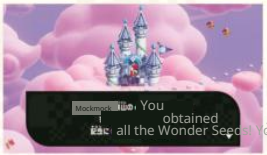
Collecting coins in and the tops of all goal poles Includes reaching the pen goal. In course completion Let's aim to accomplish these.

Find the hidden Wonder Seeds

Wonder Seeds are placed at the end point of a Wonder; sometimes you can collect one per Wonder, with one seed usually awarded at "Take a Breather" or upon reaching the goal, making two seeds per course as a baseline. Courses with a hidden goal grant a Wonder Seed.

Short courses such as "Bridge Challenge" and other

You can often receive Wonder Seeds from the general store, so if you see one, check its stock.



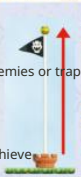
If you collect all the Wonder Seeds within that world, you will receive 100 Flower Coin

Aim for the goal at the top of the goal pole.

The goal that you grab at the top of the goal pole.

Challenge yourself to this. Basically, just before the goal From a high ledge, perform a dash jump to reach the top can be targeted, but depending on the course there may be enemies or traps You need to use it to jump high. Also, Attach a badge that enhances aerial spins and jumps ..., and by increasing the jump distance, it becomes easier to achieve They become fewer, so make use of them.

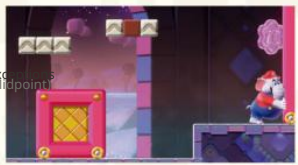
Types of text displayed when you reach the goal.



The top of the goal Was grabbed by something oth In that case, grabbed Depending on the height of the "The characters that are displayed as って chang

Collect three 10-flower coins in each course

Most courses have three 10-flower coins. If you collect one, then make a mistake afterward The acquired state is maintained even after doing so (※1). Exc As for the "Badge Challenge" courses, they are intermediate If you don't pass the checkpoint, the 10 Flower Coins ' you collected when you make a mistake will be reset.



Hidden 10 Flower Coins Search thoroughly above. There are also coins, so the

※1: Reset occurs only if you select "Retry" or "Exit Course" while attempting th

Number How many times Challenge

Increase the remaining count and challenge the course as many times as you like

You will get a game over if you make a mistake when the remaining count is 1,
and once returned to the world map,
will be reset. Passed midpoints will also be reset,

Passage Chūkan (Midpoint)

you will have some leeway in the remaining count when attempting
so challenge the course. Here, ways to increase the remaining cou
Methods Introduction sankou
so we introduce methods; please use them as a reference.

Methods
Main ways to increase the remaining count

Collect 1-UP mushrooms

In some courses, 1-UP mushrooms appear from Question Blocks or invisible blocks.
from blocks such as locks, 1-UP mushrooms will appear.
Strategy guide
Locations where a 1-UP Mushroom appears on the course are strategy guide.
Check the location and make sure not to miss it.

Appearance Frequently appears. From player-specific invisible block

Defeat enemies consecutively

tōmei (transparent) renzoku (consecutive) (comfortable fall) (ground)
kaiteki (comfortable) kaimei (clarification)
Stomping on enemies consecutively grants 1-UP (from the 9th time
Invincible period: consecutive
is considered consecutive.

Stacked Takebo (ha
Perform a hip drop
and you can defeat them in succession.
Strikingly Do
de
se

At the shop, 1-UP Mushroom

If you want to increase your remaining count, the
easiest way is to buy 1-UP Mushrooms at the
General Store. You can only hold up to 999 Flower
Coins, so before you reach the limit, buy 1-UP Mushrooms available at the General Store and the Panel Shop.

mau

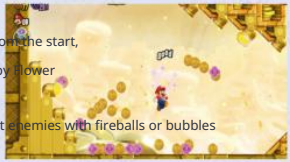
The full 1-UP Mushroom set is added after
clearing the story and is useful when challenging
the Special World.

1UP Mushroom	5
1UP Mushroom Set	20
99 1-UP Mushrooms Full Gauge Set	300

Collect 100 Coins

When

Collecting 100 coins also grants a 1UP.
In addition to the coins that are present on the course from the start,
they often appear when you hit a ? block or touch a Happy Flower
or when you come into contact with them.
Also, remember that coins often appear when you defeat enemies with fireballs or bubbles
—so keep that in mind.



The "Coin Bonanza Goal Bonus" gives you a large number of coins.

Mario and Friends' Abilities and Actions

Introducing the abilities of characters selectable during play and the effects of power-ups.

Player Character Introduction

There are a total of 12 playable characters. They can be freely chosen. Yoshi and Totten have special abilities, while the other seven have entirely are the same. Character-specific transparent blocks (p.057) are placed in courses, so try using various characters.

Characters with normal abilities

Characters with normal abilities like Mario, Peach, and Toadette demonstrate various powers through power-up items.

Power-ups are the key to clearing courses; see p.018 for detail

Thoroughly explain the mechanics of the power-ups being described.

Let's understand it as Rito.

Only those with large shells can Master the app. Only Elephant Mario. Power A

Mario

Luigi

Yellow Toad

Pira

Daisy

Kinopiko (Toadette)

Blue Toad

Yoshi

Yoshi does not take damage when touching enemies or traps
He does not take damage. Even if he is hit he is only slightly bounced
so as long as you watch for falling, enemies
Even on courses with many challenges, you can feel reassured. Yoshi will not make a mistake himself.
Use a re-jump to avoid falling and act
accordingly. Also, Yoshi can extend his tongue
to eat small enemies and items, and he can
store seeds and other projectiles that enemies spit at him in his mouth
and spit them out as an attack.

⬆ With abilities unique to Yoshi, you can enjoy slightly different course strategies.
Try tackling courses that interest you with Yoshi.

Yoshi's Traits

- No damage when touching enemies; instead, Yoshi bounces o
- When collecting a power-up item, the power-up is not activated immediately but is stored.
- Can eat certain items and enemies and spit them out.
- Can perform a powered-down jump (grounded brace jump).
- Can carry another player during shared (couch co-op) play.

Totten

Totten is a character who can pass through enemies
and hazards without taking damage. Although he lacks
special actions, there is no need to worry about
accidentally colliding with an enemy and falling.
Recommended for players who are not good at action gameplay.

⬆ The action abilities are the same as those of
characters with normal abilities, but Totten can behave normally even on spike blocks and similar hazards.

Totten's Traits

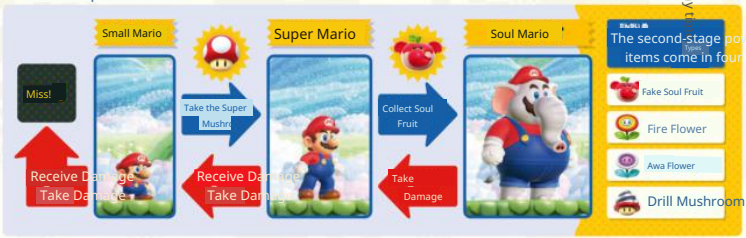
- Passes through enemies without taking damage
  (In some cases, you can be bounced off certain enemies)
- When you collect a power-up item, it is stored instead of being activated

Power-up

There are six types of power-up items, Háte
They appear from sources such as Nab Blocks. Basica
kaiteki (comfortable)
you transform in stages, but when in Small Mario state
Collecting items like the Elephant Fruit can instantly grant a two-stage
power-up. Various abilities can be obtained
Special Traits
Understand each of their characteristics, so be sure to comprehend them.

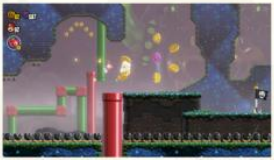
The power-up items ar
item-style stored power-ups
They can be taken out at any t
wield power

Power-up mechanics



Invincible Mario

Peel
Ittei jikan-teki
Muteki Jōtai
Becomes invincible for a limited time and defeats enemies just by touching them
renzoku (consecutive)
Can become able to do. While in invincible state, Super
Shūgen
Muteki Ji
Stars may appear consecutively, extending the
invincibility duration.



Run through it in
one go. Except for
falling down, you
won't be considered to have failed, so you can collect coins,

"Invincible Mario's Tr

Evaluation
Only
- For 10 seconds, Mario becomes invincible to enemies and damaging traps/effects

●While invincible, the coin suction effect is activated

Super Mario

Body grows larger, taking more damage from enemies and traps
Strength
Can endure one hit per stage. Also, strength increases
Can break brick blocks and push objects
faster.

For now, become Super Mario
It's reassuring if you stay that way.
Become Super Mario from there
There is also a badge.
Faster/Agility:

Super Mario's Traits

Wooden
Destruction
●Bladed attacks executed by jumping or hip-dropping
Pushing force becomes stronger
- Can destroy brick blocks
- Taking damage does not count as a failure; instead, you revert t

Elephant Mario

Elephant Mario can perform a swing attack and gains increased stomping power, carrying strength, pushing strength, and striking power. His trunk-swing attack with the trunk can, besides attacking, break blocks from the side and spray water or splash water.

There are places you can sometimes pass through. This lo

Elephant Mario can destroy Gabu blocks from the side

pass through

Characteristics of So-Mario

- Can attack by waving its nose and can break brick blocks
- The stomping power and the ability to push objects become stronger than Super Mario's
- Can suck in water and spray it out

Bubble Mario

Bubble Mario can throw bubbles forward. The bubbles wobble while traveling almost straight, enclosing and defeating enemies, and you can jump by popping bu

It is also possible to jump by stomping on bubbles.

It also makes dealing with certain enemies easier. It can do (something) and fly through the air, but used repeatedly, the bubble will

Characteristics of Bubble Mario

- Hitting enemies with bubbles will encase and defeat them
- You can step on the bubble only once
- Bubbles pass through mechanisms and blocks as they move
- You can throw bubbles forward and backward with a spin jum

Fire Mario

When you become Fire Mario you can throw fireballs. Fireballs bounce as they travel ahead along the course, so be

You can defeat enemies from the position you were placed.

enemy a
to the enemy gro
to the
against the
along the
effective aspect
advance
flight movement
movement is
su a

"Fire Mario's Characteristics

- Can throw two bouncing fireballs in succession that travel forward
- Can throw fireballs forward and backward with a spin jump

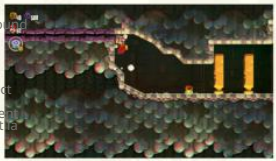
Drill Mario

Drill Mario can burrow into and move through ceilings and the

Also, jumping and hip

Drops become stronger, and normally take damage

It can be used as an attack method even in situations where you m



Thoroughly explore
Explored the cours

"Drill Mario's Character

- Can defeat enemies above the head
- Hip drop becomes more powerful
- Can move by burrowing into ceilings and floors

Course

Badge abilities

Master using them

A badge that adds one special ability or action

Let's introduce how to obtain and use the edge.

Collect badges

At the "Badge House of Dokan Rock Plain" hat
After receiving the parachute, you can collect
badges by buying items at the general store
or by clearing badge challenges. Cri

There are also badges that can be obtained later, so in total
Try to collect all 24 badges.

Learn how to use
it. Challenge the gym
to test the badge effects Acti

Let's change the badge

Badge changes can be made before entering a course or af
in a course. Effects of the badge
helps clear the course or gives 10 flo
Acquiring flower coins and the top of the goal pole
...so it becomes easier to achieve things like that,
Refer to the table and use it appropriately depending on the situation.

Is convenient.
Especially the float s It is a buff

Tips for changing badges

Ikaru	Recommended Badge
Want to climb to high places	Wall-climb jump/2-step jump/Vine Shot
Want to swim faster underwater	Dolphin kick
10 Flower Coins and Wanda Can't find the flower	Dowsing
I want to aim for the top of the goal pole	Crouch Jump / Crouch Big Jump
I want to collect more Flower Coins	Coin suction

Status	Recommended Badge
Want to collect more coins	Reward Coins/Rhythm Jump
I want to make the course a bit easier!	Block appearances / soft jump
I want to power up immediately	Always Elephant / Always Fire / Always Bubble / Always Drill
I often get hit by enemies	Automatic Super Mushroom
There are many mistakes due to falling below	Recovery jump/hat parachute/float spin

• Badge list

	Badge	Acquisition method (nyūshu hōhō) Acquisition method	Explanation
Action Badge	Neparachute	Dokan Rock Plains — Obtained at the "Dokan Rock Plains Badge House"	While in the air, (Keep holding SR) to descend slowly, making midair movement ea You can also shake the controller to control it.
	Wall cling / wall jump	Dokan Rock Plains "Badge Challenge" — If you cling to a wall and press B (○) — Clear	After that, just jump upward. The same input will perform a wall kick until you
	Dolphin Kick Dolphin Kick Lv.1" — Clear	Flower Isles "Badge Challenge	When you press R ZR (or SR) underwater, you swim quickly for a short time in the direction you're moving. You
	Soft Jump Soft Jump Lv.1" —	Mockmokk Highlands "Badge Challe Clear	Jump higher and more slowly than usual, making it easier to leap over large enemies and more likely to reach distant platforms.
	Crouch High Jump	Clear "Op on: Secret! Badge Challenge Crouch High Jump Lv.1"	After crouching for a short while to build up p press B (Item) to jump higher than usual, making it easier to reach higher places.
	2-Step Jump	Purchased in Hideri Desert "Anything Shop (100)	Jump again at the moment you land after a jum Jumps a little higher. It can be performed repea and can jump even higher while doing so.
	Speed Up	Purchased at Hidely Desert "Hidden Odd-Jobs Shop (Hidden)" (10)	If you keep dashing for a while, you will acceler When you accelerate on sand that slows your fe you can move quickly.
	Vine Shot	Clear Kinkin Mine "Badge Challenge Vine Shot Lv.1"	Press R ZR (SR) in midair to launch a vine that sticks to walls when it hits them. You can also control it by shaking the
	Float Spin	Clear the Flower Isles "Badge Challenge Float Spin Lv. 1"	Press R ZR (SR) in midair to perform an aerial spin while ascending. You can also control it by shaking th
Power-Up Badge	Reward Coins	Dokan Rock Plains "Handyman" Purchase (30)	When you defeat enemies, coins scatter and are obtained. The number of coins you get varies depending on the enemy
	Automatic Super Mushroom	Play Dokanrock Plains "Over Hill and Mountain Hanachan Race"	If you are Small Mario when starting the course, the Super Mushroom effect will turn you into Super Mario
	Block Appears	Purchased at the Flower Islands "Handyman" (10)	Blocks appear in specific locations on the cours Appear, platforms increase, and when struck, ai Items may appear

※The controls shown in parentheses are for horizontal (landscape) holding

"Badge List"

	Badge	Methods of acquisition Acquisition method	Explanation
Power-Up Badge	復帰 Jump	Mokkumokku Highlands "Handyman" Purchase (100)	When you fall into holes, poison swamps, lava, etc Automatically jumps only for a certain number of times. After landing on a platform and
	Rhythm Jump	Hidery Desert "1, 2, 3, Jump! Clear "Hakun Dancers"	If you keep jumping in time with the clapping, coins will automatically be obtained from the 4th jump onw
	Dowsing	Obtainable from Poplin after repairing the bridge at Kinkin Quarry	It notifies you when you approach items such as Wonder Flowers or 10 Flower Coins. [[]] They may also be located beyon
	DC Coin Suction	Magma Tree Sea: Purchase at the Entry (300)	Coins and Flower Coins approximately three tiles "Anything Shop" can be sucked in and acquired. Superstar Obtaining it does not expand the suction range
	Anytime Elephant	Purchase at the "Anything Shop" after the ending (100)	Including the Super Mushroom, obtaining any power-up item will transform you into Elephant Mario
	Anytime Fire	Purchase at the "Anything Shop" after the ending (100)	Including the Super Mushroom, obtaining any power-up item will transform you into Fire Mario
	Bubble anytime	Purchase at the "Anything Shop" at the ending (100)	Including the Super Mushroom, obtaining any po up item will transform you into Bubble Mari o (forming "Bubble Mario")
	Drill anytime	Purchase at the "Handyman" after the ending (100)	Including the Super Mushroom and any other power-up items obtained, you will transform into Drill Mario
Master Badge	Jet Run	Clear Dokan Rock Plain "Master Badge Challenge: Jet Run Lv.1"	You will continue dashing at amazing speed. Even if you jump off a cliff, you will float in the air for a short time.
	Pane	Clear Mokkumokku Highlands "Master Badge Challenge Pane Lv.1"	You will continually perform jumps as a habit Adjust the jump height by the length you hold the () button, allowing you to jump higher than usual
	透明	Clear the Hidely Desert "Master Badge Challenge Transparency Level Transparency Lv.1"	The player's appearance disappears and enemies However, their position can be inferred from effe and aerial spin effects.
	Humming Sound Effect Humming effect sound	Obtainable in "WONDER?" after clearing the Special World "Ultra Championship Badge Challenge"	The sound effects for Mario's actions change, and a music-note effect appears when he jumps.

*(The contents in parentheses show t

Note 1: You must collect three 10-flower coins and clear the level by grabbing the top of the goa

Perfect your actions

Various actions that the player character can perform

Explanation of action controls and their effects.

The various actions the player character can perform

The core actions are movement and dash

Three types: and jumping. From there, the left stick

Input of combinations of buttons and character

various actions depending on the situation the player is in

operation methods

Actions can be performed. The control method changes between holding with two hands and holding horizontally

so be sure to check carefully.

Two types of control methods

Holding two controllers

Operations using two Joy-Con controllers or a Pro Controller

held hori

Controls for Playing with One Joy-Con

Basic Actions

Actions Available to All Player Characters

Basic Actions (continued)

Fundamental Actions

Movement

Walk on the ground at a constant speed. Turning left or right

...can be performed smoothly.

Dash

If you run beyond a certain dis e

you accelerate by running. If you run more than a certain distance

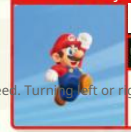
you will slide a little when turning.

Jump

You can adjust the jump

height by the length of time you hold the jump

Move while jumping



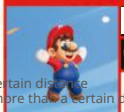
88 In jump

While jumping

You can move horizontally while jumping. C

Has momentum and cannot be turned around

Jump after stepping on (it).



Step on while holding 88.

Step on while holding (the button).

Jump high after stepping on

(it). Can be adjusted by the length of time the j

Produce an item balloon

Hold A

Hold

Take a stocked item
bring it out; touch it to obtain it.

Sponge jump

83R/ZR/Shake

SR/Shake

Jump to a certain height while spinning.
The attack power when stomping is high.

Greeting

Hold GB + X L

Hold

Display an icon and
communicate with another player.

Air Spin

R / ZR / Swing

SR / Swing in the Air

Rotate in the air and hover slightly.
Can extend jumping distance when used with a j

Crouch

Lower your posture to avoid traps
and enemies that cause damage.

Hold Plum

Touch while holding Y

Touch while holding

Carry shells, jars, etc. So
Mario can carry even large ones.

Move while crouching

While crouching

While crouching

Move while remaining in a low
posture. You can enter a vertical gap of one block.

Kick the carried item

Release Y

Release

Kick the carried item forward.
The shell will slide along the ground.

Slide down a slope

On a slope ↓

Slide down the slope to move quickly.
While doing so, you can defeat enemies.

Kick the carried item upward

Bt0 Release LY

Release

Kick the item you are holding upward.
Reaches a moderately high position.

Hip Drop

In mid

In mid

Descend forcefully and strike the object directly below.
Has greater attack power than stomping.

Place carried object

Release Y while crouching

Release while crouching

Place the carried item where you stand. You ca
and similar objects without breaking them.

Pull

Akashinawa

Pull switch (p.060) and O
Pull the tail of the Tail-O (p.042).

Push

88 hoko-shō ni Defeat

In the direction that you press

Push certain pipes or platforms. The pushing speed varies depending on the transformation.

Fuku

Press B underwater

Item underwater

Float slightly underwater. Jump repeatedly

Hold the button to keep floating.

Carry an object

Hold Y underwater

Hold while underwater

Use the stick while holding an item

Can swim freely up, down, left, and right.

Enter the pipe

Toward the entrance

Toward the entrance Defeat

Enter certain pipes to move inside the pipe or to a course beyond it.

Can move to the interior of the pipe or to a subsequent course.

Enter the door

6B In front of the door

In front of the door: ↑

Move to another door within the course.

A key may be required to enter.

Climb up/down the vine / move on the vine

8 Even while holding the

Grab the vine

While holding the vine, you can move freely.

You can also jump off the vine.

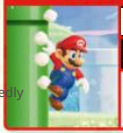
Wall kick

88 Wall Slide

For wall sliding

Kick off the wall to jump. The jump can be adjusted by the length of time the jump button is press

Wall slip



88 While in the air, toward the wall

While in the air, toward the wall

While holding the stick tilted, slowly descend while clinging to the wall.

Place a panel

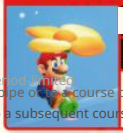
Press X while crouching

While crouching

Place the panels you are holding in order at

Place them in sequence at that spot.

Hold onto a Propeller Flower



88 Touch the Propeller Flower

Touch the Propeller Flower

Grab a Propeller Flower and

move up to the aerial course.

Grab onto the goal ball.

Touch the goal ball.

Touch the goal ball.

At the height where you grabbed the goal ba

A seven-level rating is displayed.

Used a mechanism

Action

All character actions that can be performed where there are mechanisms

Common actions for characters

Grab onto a dash rail

68 Touch a dash rail

Touch the dash rail

Move in the direction the dash rail advances

You can also move while holding to the side or below.

Release the dash rail

188 To hanging

To hanging

When holding on to the bottom, release your hand and when holding on to the top or sides, jump.

Hang from the ball (horizontal)

Ride on the ball

Ride on the ball

You can jump up from under a pole and, by pressing up on the stick, remain hanging.

Move while hanging

Move horizontally while hanging. Pressing up will make the ball climb up.

Release the ball (horizontal)

While hanging

While hanging

Release the ball to descend. You can let go while jumping.

You can also release your grip while jumping.

Climb up/down a pole (vertical) / Hold onto a ball

BB Grab onto the ball and clamber

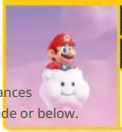
-/+

Hold onto a pole

Climb up and down the ball;

press the jump button while doing so to jump as

Ride on a Lakitu's snow



Bite and attach

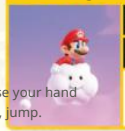
Land on top of a cloud

Land on top of a cloud

In addition to being able to ride it after defeat

from a pipe.

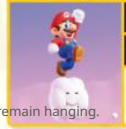
Move using Lakitu's snow



Can move freely up, down, left, and right on th

After a while, the cloud disappears.

Descend from Jugemu's snow



Jump and land on another spot

Jump and land in another place

Jumping will let you drop down, and landing on a cloud will put you back o

Dive into the jelly terrain from above

88 Hip drop from the top of the jelly terrain

Hip drop when dropping into

from above. You can also dive

in by touching from the side or below.

Move while in gel terrain

In gel terrain

In gel terrain

In gel terrain, you can move up, down, left, an

Can move slowly.

Move quickly while in gel terrain

Operate 888 L

While operating

Jump button while in gel terrain

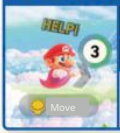
Repeatedly pressing it makes movement slightly faster.

Share Play/ Online play

When multiple players are playing

Action of

Become a spirit



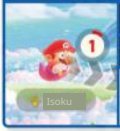
L + R 長押し

Press SL SR

If you touch another character or panel, you will resume conversation.

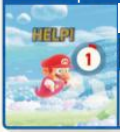
If the time limit expires, it counts as a miss.

Move using the Soul



When you become a soul, you can move freely through the air.

Move quickly as a soul



While fluttering

while rapidly pressing

Rapdly pressing the jump button while in the air

Movement becomes faster.

Give up

L + R

SL + SR

If you input with a Tamashii, it will affect the time limit

It will count as a mistake regardless of relation.

Local Co-op (Share Play)

Play the same course with multiple players

Actions when Yoshi is present

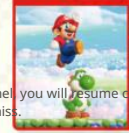
Ride Yoshi

88 Yoshi's

Land on top of Yoshi

When riding Yoshi, control can be left to Yoshi

Get off Yoshi



B

Jumping on top of Yoshi lets you get off Yoshi.

Land near Yoshi

R / ZR / Swing

SR/Shake

If you want to descend beside Yoshi, it uses a different control method than jumpin

Yoshi

Control one of the four Yoshis

Action while present

Braced jump

Hold down in midair B

Hold down in midair

Flutter the legs and slowly descend downwa

then rise slightly afterward.

eat

Y

Extend and eat enemies or items.
Shells and similar objects are kept in the mouth.

to spit out

Put a BB box into the outh

Put into

While holding a soaked shell in the mouth, spit it forward; if it hits an enemy it can be defeated

Spit upward

Put into 88 box t+0

Put the box into the mouth t++

Spit out held shells and similar objects straight upward.
They reach a fairly high position.

Elephant Mario

Characters with normal abilities become Elephant Mario

Actions when transformed into Elephant Mario

Swing

Y

Swing it around to attack nearby enemies or strike blocks.

Crouch swing

Press Y while crouching

While crouching

Wiggle the nose while crouching. The attack range is narrower than when standing.

Splash water

and spray water

Hold water in the nose

Hold water next to (someone)

When you enter a fountain or water, water ent

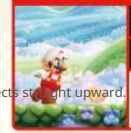
You can spray water up to three times.

Fire Mario

Characters with normal abilities use Fire

Actions when transformed into Mario

Throw a fireball



B

Throw a fireball diagonally down to attack. It can also break ice blocks (p.058).

Crouching fireball throw

Press Y while crouching

While crouching

Throw a fireball with nearly the same trajector as when standing.

Spin Fireball Throw

R / ZR / Swing

SR/Shake

When performing a spin jump, one fireball is thrown forward and one backwar

Bubble Mario

Ordinary-ability characters produce Awamari (Bubble Ring).

Actions when transformed into Elephant Mario

Emit bubbles.

Y

Send bubbles to the front to envelop enemies and defeat them.

Crouch bubble release

While crouching Y

While crouching

Slightly lower position compared to standing.

Blow bubbles.

Spin Bubble Release

R / ZR / Shake

SR / Shake

When performing a spin jump, you throw one bubble forward and one backward.

Bubble-Stomp Jump

Stomp on a bubble while holding B

Stomp on a bubble while holding the jump

The launched bubble can be stomped and used to jump, like an enemy.

Drill Mario

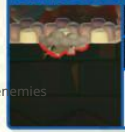
Actions of ordinary characters when transformed into Drill Mario

Action when transformed into Drill Mario

Bury into the ground

Bury into the ground to avoid hitting enemies. There are places where you cannot burrow.

Duck into the ceiling.



Jump and touch the ceiling.

Jump and touch the ceiling.

Go into the ceiling in the same way as the gr

Cannot go into vertical walls.

Move while submerged

While submerged

While submerged

Move along the ground or ceiling while remaining submerged

Badge

A special action added when wearing a specific badge

Open the Hat Parachute

Air R / r

SR / Swing in the Air

Open parts such as the cap widely to desc

extending airtime.

Descend slowly through the air

Hold ZR

Hold SR while in the air

While continuing to hold the input, you will d

and can move left and right.

カベ登り Jump

Press B while sliding on a wall

For wall sliding

When performing a wall kick, you will jump straight up once.

Dolphin Kick

In water: R / ZR / swing

SR/Shake underwater

Can swim quickly while changing course without surfacing.

Crouch Big Jump

Press B after crouching for a certain time

After crouching for a certain period

The wind that appears above your head is the signal. Usually

You can jump higher than usual.

Launches a vine

R // ri

SR / Swing in the Air

Extend a vine forward until it hits the wall

If present, you will enter a clinging state

Ascend in midair

88 In midair: R/ZR / swing

In midair: SR / swing

Using the Float Spin causes an upward rise.

During that time, you can adjust position with the stick.

Spring Mario

Move: Dash: Y

Jump B Crouch: L/2L

Move: Dash:

Jump: Cr h:

The character's height increases, and some enemies' heights al

Controls are the same as usual; when crouching, the background a

and items may fall in from off-screen.

浮遊

移動: 浮上: B

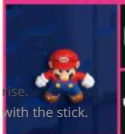
Move: 浮上:

The character floats in midair, and if nothing is done, slowly falls

It behaves the same as underwater controls, using the stick to mo

Press to slightly lift your body with the jump button

Dots from above



移動: Dash: Y+L

移動: Dash:

The perspective switches to an "overhead view" with the backgro

You can move freely to the right and can dash. However, jump

and actions during item transformations cannot be performed.

Fluffy Soft Mario

Move: C Dash: Y+C

Jump: B

Move: Dash: op

Jump:

Transforms into a fluffy lift. If a rolling rock lands on top,

it gradually shrinks, and if it disappears, it counts as a miss. Basic

can be done, and if you trap a rolling rock on the side or underside

In progress

Actions during Wonder

Action when the player character's state changes during a Wonder※

※The character name for the Wonder transformation will be the player

Diving

Move:

Move:

State: Ascending/Descending (Jōtai/Jōkyū)

The character can freely move up, down, left, and right while in a falling state. The only action available is movement, but enemies that can be defeated by touching them while moving can also be defeated by falling

Spiky Ball Mario

Move: Dash: Y+

Jump: B

移動: Dash:

Jump

Transformation: Spike Ball Form (

Transforms into a spike ball. The basic controls are the same a but touching enemies will defeat them and touching blocks will b

Colliding with the enemy or boss will cause a loss of health.

Hopping Mario

Move: Dash: Y+

Jump B Crouch: ↓/ZL

Move: Dash: +

Jump Crouch ↓

Transformation Extra Large

Transforms into Hoppin's form. The basic controls are the same and can perform an extra-large jump. The spikes on the back are powerful and can defeat enemies or break blocks.

Magma Mario

Move: Dash: YL

Jump B Crouch: L/ZL

移動: Dash:

Jump Crouch

It envelops you in something like a barrier, allowing you to swim through lava. All other controls remain exactly the same as usual, and the effects of any

Balloon Mario

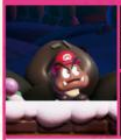
Move: Move faster: hold BY while pressing

Move: Move faster while pressing

Transformation: Balloon Inflation

The character's body inflates like a balloon. You can move freely up, down, left, and right, and you will bounce enemies away on contact. Movement is heavily affected by inertia, so turning is gradual.

Goomba Mario



移動: Dash: Y +

Jump: B

Move: Dash: +

Jump

Transformation: Goomba

Transform into the form of a Goomba. You can perform small j right) is the main focus. On spikes that cause damage Defeated by enemies or touching large gradients.

Puru-Puru Mario (Wobble Mario)

Move: Dash: +Y

Jump B Crouch: L↓/ZL

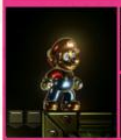
Move: Dash:

Jump Crouch ↓

Transformation: True Form

Transforms into the Puru-Puru form. Basic controls are the same Can stick to and move along room ceilings. Also, can enter a gap and slip into narrow spaces, and can dash even on gel terrain.

Metallic Mario



Move: Dash: YL

Jump B Crouch: L↓/ZL

Move: Dash: +

Jump Crouch: +

Transformation: Corrosion Reduction

Transforms into a metal body and reduces jumping ability. Can gap and block wind by an electric attack becomes charged and illum Badge effects remain active.

Together

Let's enjoy the game

Explaining the multiplayer mode that supports many players.

Let's enjoy the adventure together with everyone!

Enjoyable both online and offline

Play with up to four people together with family and friends!

In addition to local shared offline play, the world can be loosely connected with players around the world to adventure through online play and enjoy online play with friends and online play. The following elements are common to both offline and online modes.

The common elements for online modes are as follows.

clearing stages becomes easier. Team up! With cooperative play, courses become more fun when enjoyed with friends.

POINT 1 Revive

Can revive by becoming ...

In multiplayer, being hit by an enemy or falling into a hole does not immediately count as a miss; for a short time you become a spirit and can move. If you touch another player before the count reaches 0, you can immediately resurrect on the spot. Even if you do not get revived, you can also voluntarily become a spirit by holding down the L+R buttons for a long time.

POINT 2 Transformation items to other

Gift to the player

If a player in the tiny state is in trouble, you can take a stored power-up item out of your stock and give it to them to help. By the way, when Yoshi or Tottan picks up a power-up item, it is not transformed and is sent to the stock as is, so be willing to share it.

In soul form, you can pass through walls and the ground. Next, try and touch a nearby player to have them help you.

If you see a player in trouble, bring out an item balloon nearby. Pull out an item and use it to help.

Local Split-Screen Play (Offline): 4-Player Cooperative Play

In split-screen play on Nintendo Swit

Up to four players can play simultaneously on a single Nintendo Switch console.
Various combinations of characters are possible.

can play, and up to four characters on the same screen
can appear simultaneously, making the experience livelier
enjoy a more bustling adventure. If there is a difficult course,
try teaming up with everyone to take on the challenge.

← 4 people can enjoy and then return with a relaxed mind and enthusiasm

Features of Shared Play

- A controller is required for each player
- The same character cannot be chosen by multiple players
- A crown icon appears above one player's character, and on the world map and courses the view scrolls to follow that character's movement
- The badge is selected by Player 1 (all players can use the same ability)
- Power-up items spawn for each player
- Item stock is available per player
- If there is stock, item balloons can be retrieved by all players
- You can ride Yoshi

POINT 1 Cooperate to search

Reduce the time

If four people cooperate, it plays like a single-player experience
You can proceed through the course more efficiently. By dividing tasks and working together,
hidden items
become easier to find, and enemies can be defeated more quickly,
making some courses easier to clear.

← You can search while talking. In the Trial plaza where everyone gathers, search for Wonder Blossoms together.

← By dividing tasks to defeat enemies, you can clear "In the time limit.

POINT 2 Ride on Yoshi

Can move and attack

If Yoshi is present, you can ride on its back
and take advantage of Yoshi's movement is only possible when being ridden.
Only the Yoshi being ridden can move. If Yoshi
collides with an enemy, the character riding it will
automatically dismount, but will not take damage.
The character riding can use some actions.

← Riding Yoshi Cannot move, but Attacks approaching enemies Can provide support in ways such as these.

Actions usable while riding Yoshi

- Swing trunk (Elephant transformation) Spray water (Elephant transformation) and spray water
- Throw fireballs (Fire transformation)
- Blow Bubbles (Bubble Transformation)

Gently assist in online play

You can go online by turning communication ON in the online settings screen. In online play players who are adventuring somewhere else in the world at the same time will appear as live ghosts When in a course, up to 3 people; on the world map If so, up to 11 people will appear. Directly interact with them Although direct detection is not possible, you can loosely connect while sensing a presence and thus embark on an adventure.

Coin Block Costume appearance or cut-off Pu Hand Other players are Ra

Features of Online Play

- Live ghosts of players from around the world appear on the world map and courses
- You can place one panel on each course
- Ghosts of players who previously played that course may also appear (as silhouettes)
- With a Soul, live ghosts, ghosts, and panels can be revived by touching them
- You can give item balloons to each other
- Four types of greeting icons can be displayed
- You can earn Heart Points by reviving from a Soul, giving item balloons as gifts, holding onto the goal pole together, and similar actions

POINT 1 "Place a panel on the 'POINT' course" Assist other players

In the course, you can place panels anywhere you like. Panels can be used to revive from souls, so keep placing them freely. You can also place them as clues for hard-to-find mechanisms. Panels can be purchased at the general store.

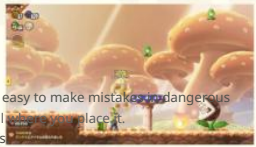
⬅ Crouch and press the greeting button to place a panel. Note that only one can be placed per course.

⬅ If a Soul touches the panel, they can be revived. It is easy to make mistakes in dangerous places, so be careful when you place it. Use it to help others

POINT 2 If a live ghost has and is present, assist

The live ghost in the course is currently there A character who is actually being controlled by someone nearby. Help each other when you make mistakes, share item balloons, and proceed through the course by assisting one another.

★ If another player has become a Soul, approach them immediately and revive the



⬅ Balloons taken out from your stock

Balloons can be collected not only by you ghosts. They can pick them up.

Cooperate and compete in online play with friends

Create a room and gather only the friends you have registered with. You can also enjoy online play.

Press the X button on the online settings screen, or choose to create one. The number of people who can enter a room at the same time is up to 12 people. In friends-only online play, you can meet on the same course or play friend races.

You can search for a room with friends or create a new room.

Number of people

Features of online play with friends

Advance preparation

- You need to register friends in advance
- Create or search for rooms and Gather with each other (up to 12 people)
- The same character cannot be used
- Be able to see which course each other is playing and join them
- You can play a Friend Race

POINT 1: Cooperate with friends

Let's go on an adventure

See which courses each other is playing, and together you can enter the course and adventure together. Unlike Share Play, you cannot physically interact, but You can give item balloons, and from Souls revival is possible. If you progress through the course together, you can help each other with various things, making it easier to clear.

Move up to the front of the course to check how course the shared course, and whether that friend is playing can flow.

POINT 2 Together with friends

Challenge the fastest time

You can enter the same course as a friend and hold a Friend Race. When you enter a course, there is a Friend Race Block on the course, and by hitting it you can enter the race. With two or more participants Once entered, the race begins. You all start simultaneously and compete for ranking based on the time to reach the goal.

Charge forward! Hurry to the goal. Keep pushing toward the goal. Since the objective is to do so, a It's okay to ignore items.

POINT 3 Communicate with other players using greetings

Online with friends

During online play, the X button Press and hold to display a The greeting patterns differ. Use them to communicate with friends.

There are greeting icons in four types.

Types of greetings and how to perform them when playing with friends

Use the panel to support another player

How to obtain and use panels that are placed on the ground

Let's explain.

Help in tight spots with panels

When you place a panel on the ground, it will also appear on another player's course. Then, a player who has become a spirit can touch the panel to revive. Only one panel can be placed per course, and when a new panel is placed, the previously placed panel disappears.

Panel characteristics

- Can be purchased from the general store and the panel shop
- A spirit player touching a placed panel
  If it is black, you can revive (when the panel is black, a time of contact makes it usable)
- You cannot revive on panels you placed yourself

Place them to help. In difficult areas prone to mistakes

Collect Flower Coins to obtain panels

There are 12 types of panels per character, There are 144 types in the set. At the handyman shop or the panel shop, Panels that can be purchased by paying Flower Coins.

they have rarity levels, indicated by the panel border color (black—can check in order of rarity from bronze to silver to gold. The rarer the item, the harder it is to obtain.

How to obtain panels

Normal panel lottery

Available at the general stores in each world for 10 Flower Coins. Which character's panel will appear is random.

The same panel may appear more than once

Character-exclusive panel lottery

At the panel shop in the Special World you can spend 30 Flower Coins to select a character, and one of the panels you do not yet own will appear.

One of the panels will come out.

Mario's Panel Collection

Luigi's Panel Collection

Beera's Panel Collection

Support other players using panels

Daisy's Panel Collection

Yellow Toad's Panel Collection

of the Blue Toad Panel Collection

Mushroom's Panel Collection

Yoshi's Panel Collection

Red Yoshi's Panel Collection

Yellow Yoshi's Panel Collection

Light Blue Yoshi's Panel Collection

Totten's Panel Collection

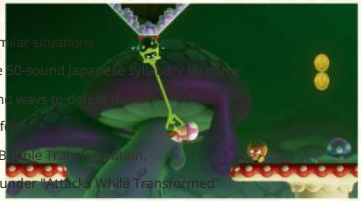
Enemy Character Guide

Introducing all appearing enemy characters!
Learn their movement traits and how to defeat them, then face them!

Remember their characteristics to help clear the course

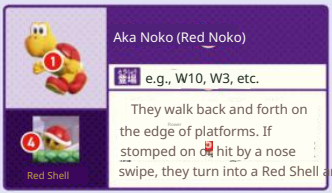
On pages P.042–053, regular enemy characters and special enemy characters that appear in Wonders and similar situations are divided into categories and introduced in the order of the 50-sound Japanese syllabary by name. Their movements, the attacks they unleash, and ways to defeat them are presented. I have compiled these and would like you to use them as a ref

Note that the Fire Transformation, Drill Transformation, and Bubble Transformation, The Elephant Transformation's unique attacks are described under "Attacks While Transformed" attacks." The drill attack also includes headbutts performed during the Drill Transformation as part of the transformation.



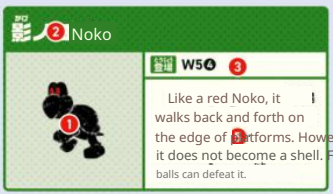
1 Some enemies not only take damage from stomps or attacks while transformed by items, but also have special methods

How to Read t


Aka Noko (Red Noko)
e.g., W10, W3, etc.
They walk back and forth on the edge of platforms. If stomped on or hit by a nose swipe, they turn into a Red Shell and can be picked up or held. Other attacks do not leave a Red Shell behind
Red Shell

Graphic ①, If there are differences, show both

2. Enemy Names
Representative Appearances
3. Representative courses where they appear. The numbers refer to
Corresponding Course Numb
Course numbers and correspondences in "Flower Kingdom Map
Flower Islands; "SP" indicates a Special World
4. Graphics when the state changes
5. Explanation of that enemy's characteristics


Noko
W5
Like a red Noko, it walks back and forth on the edge of platforms. However, if stepped on, it takes damage, it does not become a shell. Fire balls can defeat it.

Aka Koopa Troopa

World 登場 W1-3、W2-1 Etc.

Walks back and forth at the edge of the area. If stomped on or hit by a nose attack it turns into a red shell, which can then be held and tossed. Other attacks only leave it dazed.

Red Shell

Amy

World 登場 W3-2

When approached, it lifts its head out of the wa
They leap out aiming at you. You can defeat them by stomping on them or by using fireballs and other attacks.

Red Paragoomba

World 登場 Such as WW-1

Flies up and down or left and right within a fixed area. If stepped on, becomes a Red Koopa; shakes its nose to turn red. Onto the shell. Hip drop or Elephant transformation Transforming attack while transforming If it's an attack while transformed other than the body, one hit.

Red Shell

Erin

World 登場 Such as W1-0, W3-0

Walks at a constant speed; the brown one is
Get off from the , Purple indicates a turnaroun
All kinds of attacks are effective. When it falls, it
enemies with it.

Angry

World 登場 FO F etc.

When approached, it opens its big mouth and chases you. If it eats shells or fireballs, it spits them out. You can stomp it with the Elephant transformation or defeat it with a hip drop.

Oshidashi

World Appe W1-0, W4-0, etc.

If there is a pushable object nearby, toward th
it will push it forward. It does not take damage fr
Stepping on it three times will defeat it.
or defeat it with a hip drop.

Oolong

World 登場 W6-2

When approached, it charges straight ahead and disappears when it hits an obstacle, fixed time
Returns to its original location after a certain period of time.

Oppoo

World 登場 W5-2、W5-4

Hangs from the ceiling and drops spiky projectiles Some types move. You can defeat it by pulling its tail, a
It can also be defeated by a transformation head

Unira

World 登場 FF, etc.

Remains in its underwater location. and spray water When the water disappears, it rolls onto the ground ...If it's a nose swing or drill attack, one hit Can be defeated with three fireball hits.

Kakibō

World 登場 W1-0, W2-0, etc.

Walks at a constant speed and reverses direction at the edge of a platform. When water is sprayed on it,
Can be defeated by attacks.

Gashigashi

登場 F6

Move straight forward at a constant speed in the direction faced when (you) go
do (this), and (eat/clear) the brick blocks and coins in front of you.
Advance while consuming items such as coins and enemies
Can be defeated by any attack

Goomba

登場 W10, W22, etc.

Walks at a constant speed
and moves forward after
descending from platforms.
While asleep, it does not take damage when hi

sleep

Gabon

登場 W10 F 2, etc.

It does not move and throws Shuriken.
They can be deflected by a nose flick and
can also be destroyed by fireballs and similar attacks.
The body is vulnerable to all attacks

Keseran

登場 W40, W4, etc.

Moves by sticking to terrain and blocks.
Stepping on it causes damage. It can be defeat
by shaking blocks or with Bubble. Fireball
attacks, nose-flick, and drill attacks are ineffect

Charon

登場 W1,

Walks back and forth on the edge of platforms.
They crumble when stepped on but revive after a certain time
If defeated by a spin or bubble, they will no longer revive.
Fireballs are ineffective.

Collapse

Gotsun

登場 W5、F5

When approached, it moves to the player's lo
and the yellow one falls from above, while the
and rises upward. While falling, it behaves like
Piercing. Basically indestructible but can be r

Chomper

登場 W2 F Etc.

Fired from a Cheep Chucker; travels at a constant speed
Moves straight at a constant rate. Can be defeated by stomping but is
Fireball is ineffective. Nose-wagging, drill
Attacks and bubble attacks are effective.

Kodeka Kakibō

登場 W4

Walks while moving, turns back at the edge
When stepped on, splits into two Kakibō
...Becomes. The elephant transformation's stor
and a hip drop can defeat it in a single hit.

Spiny Launcher

登場 W2, Etc.

At certain timings, it fires
Killers in the direction it is facing.
Some types fire in time with the
background music's rhythm. They generally cannot be destroyed.

Small Goomba

登場 W3

When stomped, it splits into two Goombas. E
Transformation stomp, hip drop–style
Can be defeated in one hit without splitting it.
Can be defeated in three hits with a Fireball.

Kodeka Maimai

W10 W32 etc.

Although its body is larger than a snail's, if you step on it once, its hollow body pops out. Its body is vulnerable to all attacks. Its shell can be carried when attacked.

Compei

W36, SP, etc.

Nara-iro (Nara color)

・Rotates within a fixed area. Purple sections ro
High speed. Stepping on it causes damage.
Fireball, nose swipe, drill attack
Can be defeated by an attack but will respawn af

After taking damage

Here or Mokumokumo

W30, W66, etc.

Floats in the air. It has no torso-like part like Mokumokumo. However, it can be defeated by other attacks. Fire attacks are required—three Fireballs are needed to be defeated.

Sāragashigashi (onomatopoeic sound

W6,

空中を移動し、近 When it reaches you, it heads
It comes. If coins or enemies are nearby, it will g
and prioritize eating them. It can
be defeated by any attack.

Koroboo

W46

After a certain time passes, it will jump. Other enemies or power-up items, etc. Knocks you away on contact. Can be defeated by any attack.

Search Killer Turret

F22

At certain timing, fire a linked search killer.
To the rhythm of the BGM
There are types that fire together. K
Cannot be destroyed, like the Killer Turret.

Probo

W61

Rushes toward the player while rolling. Can be rolled with a stomp or nose swing. Fireballs and bubbles are ineffective, but it can be defeated with hip drop or drill attacks.

Sambo

W41

Walks slowly and turns around at the edge of platforms. Fireballs and no
Hitting its head defeats it in one hit.
Stepping on it causes damage.

Koronborin

W10 W10 etc.

Run back and forth along the edge of the stage.
You take no damage even if you collide. Stomp
If you hit it by tearing, and if you fall into a hole
it acts like a trampoline,

See You Mew

FO. F12

It goes in and out of the pipe where it lives. It can be defeated in one hit by a swing or drill attack. When hit by a fireball it retreats a little an

Jugemu

Such as WW

It moves left and right in the air and throws Piebos and other objects. It can be defeated by any attack, but stomping it while it is holding a Paibo causes damage. Defeated by any attack

Zundoko

| W20 W50 etc.

Turn around and move along the edge of t
From the shell, it kicks ice blocks and shells.
It also kicks back shells kicked by the player.
Defeated by any attack

Watermelon Piranha

Manage W20 W41, etc.

When you approach, (he/she/it) pops a head out of the pipe and faces toward
Continuously shoots seeds in the direction it is facing. Seeds
can be stepped on but will push the player back. Can be defeated by
or fireballs, among other attacks.

Takebo (Takebō)

W30, W50, etc.

Chestnut-colored foothold
Gets across toward from the edge of a platform
Purple: turn back and walk. If stepped on and p
attacks, bubbles, Can be defeated by fireballs,
bubble attacks, drill attacks, and similar moves

Sleep

Suppoko

F2、F4

Walks slowly on land, and in water
Swims forward. When stepped on, it turns into a shell,
Can be carried or kicked. Any
Can be defeated by attacks.

Shell

Face Killer

F7

Clings to ceilings and walls, and when appro
flies toward the player to attack.
While flying, it continuously breaks blocks. Fu
Can be defeated by attacks other than Iron Ba

Slydon

W5

When the ground or a platform at the location tilts
you slide toward the lower side. You take damage from the side,
but you can stand on top of it.
An enemy that cannot be defeated.

Chorochuu

W4W60, etc.

Turn back on the platform's edge. If you pull
and release it, it will dash. Brick Pro
Destroys blocks such as ...ck. When it breaks, it
respawns after a certain time. Can be defeated

Collapse

Zuracar

| W10, W1

Attack distance
When approached, it keeps a certain distance
and runs away. When it stops,
They spit out fruits to attack. Ah
Can be defeated by any attack.

Tsubochan

W4、W4

Turn back using a normal ladder while...
Walks, but when the pot breaks, dashes
Descends from the edge of the platform. When
fireballs are ineffective.

Present

Big Goomba

登場 W3④、F㉒

When stomped, it splits into two small Goombas that can be defeated. Stomping or trunk-swinging while transformed into an elephant, or a hip drop, will defeat it in one hit.

Big Smokey

登場 W30 W6⑥ etc.

Even larger than Kodeka Mokumokumo, Slightly larger in size. It can be defeated by attacks other than bubbles, but it takes nine fireballs to defeat it.

Big Koroboo

登場 W4❻

Moves the same as Koroboo. It knocks away other enemies and power-up items. Bubbles are ineffective. A single trunk swing, drill attack, or hip drop defeats it.

Big Ranran Pakkun

登場 W12 SP, etc.❽

Though larger in size, its movements and how to defeat it are the same as Ranran Pakkun. It requires three

Big Chase Killer

登場 F❼

Like the Chase Killer, it clings to ceilings and walls and flies toward the player. While flying, it can also destroy hard blocks. Fireballs are ineffective.

Teresa

登場 W5❸、W5❾

If you show your back, it will come toward you but if you look at the Boo (Teresa), it becomes ba ...able to hit. Basic attacks are ineffective, but they can be defeated by shining a

Giant Piranha Plant

登場 W1W2 etc.

Enter and exit from the pipe in their dwelling. Touching them causes damage. Bubbles are ineffective. Three fireballs are needed; drill attacks or a nose-swing defeat them in one hit.

Spiny

登場 W20 W㉑0, etc.

Walks down from platforms. If on the ceiling, it falls when approached and slides away. Can be defeated with one fireball or swing defeat them in one hit.

Giant Fire Piranha Plant

登場 W5❶、F❽

Goes in and out of pipes and shoots fireballs Fires projectiles. Bubbles are ineffective. Can be defeated with one hit from a melee attack, or three hits from a fireball. Stomping causes damage.

Tossin

登場 W10 W4, etc.

When approached, it charges forward. While c it pushes aside blocks and enemies as it moves, Can be defeated with one drill attack.

Thwomp

登場 W4⑬、SP❼

Falls from the ceiling when approached. After being stomped, it rises back to its original position. Basically
Rises back to its original position.
Basically an enemy that cannot
be defeated. Riding it causes damage, but you can ride it while invincible. You can defeat it by shaki

Pasaran

登場 W40, W48, etc.

In addition to Iron Ball, swing,
and drill attacks, it is also

Toby

Managed W58, W59, etc.

Looks like a door and will dash to chase
you when you get close. Stomp attack
season
Shakes its nose; can be stunned by drill attacks.
If you open a door while it is stunned, you can defeat it.

Door form

Hakkun

登場 W4❹

Dances to the BGM and
repeats jumps at certain timings.
Can be defeated by any attack.

Hyden

登場 F❶

Digs into the ground; when
you approach, it leaps straight up aiming at the player.
You can defeat it by hitting it with an attack while it is popping out.
Can be defeated by stomping while descending.

Burrow

Piranha Plant

登場 W1❻, W21, etc.

Does not move; it enters and exits pipes,
or grows out of the ground. If stepped on,
You take damage, but it can be defeated by att
during its transformed state.

Bybo

登場 W2❼

Thrown by Lakitu; when it falls onto the ground or a platform
it turns into a Spike (Spiny). Touching it
causes damage. Except for Bubbles,
You can defeat it by hitting it with an attack while it is transformed.

Firework Soldier

登場 W2, W6 ⑮

It walks down from platforms while descend
If ignited by actions such as those, it can be ca
Fireworks cause no damage. Hip Drop
can defeat it with Drill Attack or Bubble.

Ignition

Box Condor

登場 W20 W60, etc.

They fly straight across the air
coming toward you. They carry Question Capsules and enemies.
When it is [doing/sitting] there, it drops [something] when you approach it.
...can be defeated by any attack.

Bubble

登場 W6❸

Jump from the lava at a specific timing
and spray water
They bring it out. Spray water on it or use foam
If you hit it, you can defeat it.

Hammer Bro

Appearance W1①、W2⑥ Etc.

Occasionally jumps while throwing hammers. The hammer can be deflected by a nose-bonk or similar actions. The main body can be defeated by various attacks. It can be defeated by certain attacks

Boosuke

Appearance Such as W4SW4

Boosuke turrets or from off-screen shoot strai Track color: purpleSpeed: fast
bonkes quickly. Purple ones move at high speed. Over time or when stepped on, they slowly deflate. If you jum

Biyon

Appearance W10, SPO

Walks over in a light, clattering manner, and its body stretches vertically. When it stretches, varies depending on Biyon. All can be defeated by any attack.

Shrink

Boosuke Turret

Such as W45 W49

At certain timings, it fires Boosuke it shoots. The color of the Boosuke it fires The Boosuke cannon is fixed in place. There is also a type that fires directly upw

Biripyon

[Appearance W20

It hops at regular intervals; if it hits you, you are electrocuted and take damage. Fireballs, nose swings, and drill attacks are ineffective. It can be defeated with

Fukan

F③

It emerges from the ground and breathes out toward the front. The blow dar You can stand on it when it's there. Even if you de it will respawn again after a certain amount of ti

Fire Gabon

World 60. W③rld 6

When approached, it throws a fireball that travels straight It can be defeated by any attack, but if you lift the fireball and step on it, it causes damage

Bukubuku

App FO, F②, etc.

Swims slowly underwater. If launched up onto it becomes unable to move in place . It can also be defeated by stomping from above

Fire Piranha Plant

Such as W4FO

Enters and exits pipes and shoots fireballs There are types that fire at the player directly and types that spray in a fan shape. Stomping causes damagedamage, but it can be defeated by attacks while Can be defeated by attacks while transformed.

Mini Piranha Plant

F⑧、F⑮

Paces left and right in its location. Stomping causes

Black Piranha Plant

初登場 | F8、SP10

They stick to terrain and blocks and inflict damage when stepped on. They can be defeated by attacking with a Red POW block or a POW block.

Hoppin

初登場 | W30, W33, etc.

When approached, simultaneously with the p
amp. The spiked side cannot be stepped on, bu
Can be defeated by stepping on the side. Othe
Can be defeated by attacks while transfo
Can be defeated by attacks during item transfo

Ventral side

Buruburu

初登場 | W5、W9

Step down from the platform and walk into the gel terrain
Once inside, you will swim straight ahead.
There are also types that carry coins inside their bodies.
Can be defeated by any attack

Bony Goomba

初登場 | W1、W4

The movement is the same as a Goomba. If y
they break, and stomping again can defeat the
form or a Hip Drop deals 1
point. Ones with bones are immune to fireballs

Boneless

over there

Hebimushi

初登場 | W2、F13

Break the blocks along the rail
Moves in patterns. Red ones are faster.
They can be defeated in one hit by stepping on their non-spiked side, by a swing or
or by a drill attack.

Bone Pakkun

Appears | W2

The movement is the same as a Piranha Plan
but fireballs are ineffective. A swing or
can defeat a swing, drill attack or bubble. Steppi
will cause damage.

Hohoho

初登場 | W2

When you approach, it will leap out from the nest on the ceiling
It attacks. While attacking, it
breaks through snow blocks as it
advances. It can be defeated by any kind of attack.

Hover Mecha-Koopa

初登場 | W6、F20

When you get close, it flies toward you
and can be carried when approached. Hip drop
, nose wag, drill attack, and if it's a bubble
It will be stunned.
Can be defeated. Causes damage if jumped on

Damage

Bo-bo (onomatopoeia)

初登場 | W6

Moves left and right while
hopping, turning back at
platform edges. Occasionally
shoots fireballs at the player. Can be defeated by

and spray water

Bomb Soldier

初登場 | W2

Walks while descending from
platforms. If ignited by stomping or similar, it c
Explodes. Vulnerable to hip drop
and drill attacks. Defeated in one hit by bubble

Bomb Soldier Turret

Such as W2

At certain timings, it fires a bomb squad.
It cannot be destroyed.

Green Paragoomba

Such as W25, W4

Moves left and right while hopping. If stepped on, it becomes a green Koopa; if attacked, it reverts to
All attacks except for the transformation attack c

Maimai

Such as W10, W23

Walks slowly and moves while clinging to the sides of walls and platforms. When stepped on, its dry shell pops out. The shell can be carried. It can be defeated by any

Mecha Bowser

F

Comes down from a platform and walks. When stepped on, it can be carried. Fireballs are ineffective. Can be d
Defeated by drill attack or bubble.

Maki Maki

Management W42 W50, etc.

Walks back and forth along the edge of a platform. Afterwards, The color detaches from the edge of the plat
You can defeat it by pulling the bandage from the top and It turns around and walks back. If stomped while
A drill attack defeats it in one hit; a Fire Ba
can defeat it in six hits.

Metal Taketwo (Metal Takeboo)

FF, etc.

It can be carried. Hip Drop or Fire
Can be defeated by attacks other than the A Tran

Majirō

W4, SP

It rolls toward you when approached or when it enters a slope.
If you stomp or use a nose swing to curl it up, it can be carried. A hip drop or
Can be defeated by attacks other than the Elephant Transformation

Goomba with Helmet (Spiny Shell)

W62, W63, etc.

Walks while descending from platforms. When
it falls and slides along the ground.
When stepped on, it becomes a shell that can be
Turns one to fireballs.

Green Koopa Troopa

W2, W6

Walks down from platforms. If stomped on or flipped, it becomes a green shell that can be carried. Can be defeated by attacks other than hip drop or

Merikondor

W3, W42, etc.

Charges downward or sideways, breaking brick blocks.
There are types that stay still and
types that move back and forth within a set rang

Mokumokumo

登場 W10, W20, etc.

Move back and forth vertically and horizontally in the air. All types of attacks are effective, but attacking the body only reduces the number of bodies. Hitting the head will defeat it.

Morokon

登場 W6、W6

At first it walks, but when it touches heat such as lava it enters a burst state and begins to hop. It can be defeated by stomping both before and after bursting.

Yokodori

登場 F2

It hovers in the air and, when you approach, it performs a steep dive. If there are coins on it, it will carry them away. It can be defeated by any attack. It can also be stomped underwater.

Rumble

登場 W6

Moves along rails and will fall if the rail is broken. Basically cannot be defeated by normal means, but can be defeated by Bowser's Wonder claw if hit by an attack.

Ranran Pakkun

登場 W1、W5

After poking its head out of a pipe, onto the ground or it runs along the ceiling. Some types sing in time with the BGM. There are singing types. They cannot be stomped on, but they perform magnetic attacks Can be defeated by attacks to the body.

Ranran Bone Piranha

登場 W2

The movement is the same as Ranran Bakun Fireballs do not work, but its Can be defeated by attacks during other transformations. In Wonder, the

Communication Sarr Killer

登場 F2

Fired from a Search Killer turret, it heads toward the player. It can be defeated by stomping, ground pounds, or drill attacks. Fireballs and bub

Roller Skate Koopa Troopa

登場 W1、SP

The behavior and how to defeat it are the same as the Red Koopa Troop Moves quickly on skates. At the edge of slopes it makes powerful jumps.

Long Chomp

登場 F、SP

Flies straight in from off-screen. You can ride on top, but its altitude gradually d Bowsaria Wonder can not be by an attack. Fireballs and bubbles are ineffective.

Special Enemy Characters

Special enemies and Hana-chan that appear during Wonder
n, boss characters that stand in Mario and his friends' way
Introducing these characters. Even before clearing the course
Check it later as well.

Koopa Troopa

W5

Like a Red Koopa Troopa, it walks back and forth along the edge of platforms. However, if you jump on it, you take damage and it does not retreat into its shell. It can be defeated by hitting it with a

Mario

Appears in W40 an

Has an appearance similar to Mario's Shadowy figure. Defeated by fireballs or bubbles,
Moves for a fixed time and is stopped for a certain period by a POW block. It can be defeated with 50

Fossil Dragon

*This is not the official name.

W66, F water, etc.

A dragon revived from a fossil by the power of Wonder. It twists its body as it flies. You can ride on top of it, and you can also move while on its body.

Huge Kotsun

※ This is not the official name.

W6

A lettuce of screen-filling size
A large Gottsun that repeatedly falls
し、they drop jewel blocks and breakable
they break blocks that are not hit,
objects.

Giant Hoppin

*This is not the official name

W3、SP

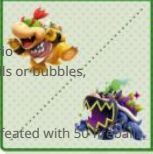
A enlarged Hoppin. It shares Hoppin's trait of jumping in sync with the player's jumps, but it also destroys terrain it hits with its jumps.

King Boo

W5、F

on the screen
Singing as it approaches from the left si
A giant Boo that closes in.
While looking toward King
Boo
the player becomes
slash, and be defeated by hitting it with a

Bowser Jr. / Wonder Bowser Jr.



W11 W2 water, etc.

Enters its shell and moves while spinning, breathes fire, and so on.
With the power of the Wonder Seed, it can change its body size a

Bowser

F

Transformed by the power of the Wond
Bowser transformed. A gigantic head
Becoming a torso and both hands, and to
they launch attacks,in time with the beat.
They attack with a groovy rhythm synced t

Hanachan

W1F, etc.

More of a racer than an enemy
Deciding racing rivals. Even if they hit,
No damage is taken, and our
attacks also do not hit. Aim to
win in three courses!

Wonder Amy

登場 W32 F2, etc.

Taller and faster than Amy Flies. While flying, it emits a sparkling light.

Not a Wonder Pushy ※正式名称

登場 W4-8

Oshidashī, empowered by the Wonder Flower, become more powerful

Screen

From the left side of the screen, a giant Bowser approaches while pushing the stone statue.

Wonder Gashigashi

登場 F6、SP9

Gashigashi gathered by the Wonder's power. They approach from the left side of the screen, breaking blocks as they advance. Their movement can be temporarily stopped by a POW block.

Wonder Coronborin

登場 W16, etc.

Coronporin powered up by wonder energy. There are also larger types that carry Wonder Seeds.

Wonder Tosshin

登場 W10, W19, etc.

Tossin that formed a flock by the power of Wonder. Its charging power is allowing it to fly high into the sky, and also Go rolls over goal balls as it advances. You can ride on top to move.

Wonder Hyden

登場 F1

A giant Hyden. Its characteristic of leaping straight up toward the player is the same as Hyden, but it destroys not only blocks bu

Wonder Poosuke

登場 W4-7、SP4

It is noticeably large and does not shrink easily even when jumped on or attacked. There are types that fly straight horizontally and types th

Wonderkyan (not an official name)

登場 FO, SPO, etc.

in large quantities

The many launched wonder bubbles disappear when stepped on, but they bounce when you step on the edge of a POW block u

Wonder Hoppin

登場 W3-3

When approached, it jumps simultaneously with the player. It has jumping ability far beyond that of a normal Hoppin. When defeated, it drops a Wonder Flo

Wonder Long Killer

登場 F10、SP9

You can ride and move on it; stomping or striking it does not we and it keeps flying. Several may fly in a chain, emitting color while jetting out smoke as they fly.

Items & mechanism explanations

On an adventure
Items that Mario and his companions can obtain during their adventure
Check the traps and mechanisms that appear in the course.

Learn the effects of items and mechanisms and how to deal with them

Alongside coins and power-up items that are placed here and there throughout the course or appear when you hit a Question Block,
Various blocks and switches that appear within courses

An overview explaining various such mechanisms.
Be sure to learn each of their effects and countermeasures carefully,
skillfully use or avoid them while progressing through the course
(polite verb ending) appear
let's advance through

Data overview

Item 10 Flowers / 1 Coin

Various courses

There are three in each course; when collected, you receive 50 Flower Coins.
Once collected they become transparent, but if you pick them up you get 3 Flower Coins.

Switch-type mechanisms: devices that trigger something when you step on, hit, or pull them

Mov

Used to move to, or to a different area

Mechanisms that allow progression to

Terrain type: Mechanisms that exist as part of the field or background

Background One

Damage-type: Mechanisms that deal damage on contact

① Names of items and mechanisms
② Type/system of items and mechanisms: classified into the following categories
Listed in gojūon order grouped by system
Items: Items that Mario and others can obtain
Block-type: Used as platforms, and when struck something may happen

3 Graphics of items and mechanisms
4 Appearing courses: Numbers refer to plates from
Oukoku (Kingdom) Number correspondence
Course numbers and correspondences for 攻略 of the Flower Kin
Flower Islands — "SP" indicates a Special World
5. Explanation of that enemy's characteristics

Item: 10 Flower Coins

[Various Courses

There are three on each course; collecting one grants 10 Flower Coins.
After being collected once it becomes transparent; collecting it again grants 3 Flower Coins.

Item: 1-UP Mushroom

Various courses

When taken, the player's remaining lives inc
One is added. Often inside transparent blocks
It is often hidden

Item Coin

W16, W19, etc.

Pressing the P Switch makes it active for a limited time.
Blue coins that appear. If you collect them all within the time limit the Chatty Flower will celebrate for you!

Item: Zou Fruit

Various courses

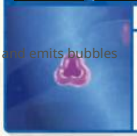
When taken, transforms into an elephant.
It can attack by snorting and spray water.
It mainly appears from Question Blocks.

Item: Awa Flower

Various courses

When taken, it transforms into foam and emits bubbles.
You can use them to attack or as a platform. They mainly appear from Question Blocks.

Item: Tiny Flower Coin



Various courses

Small flower coins that only appear during
. Collecting 10 of them
equals one Flower Coin.

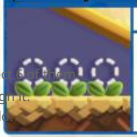
Item Grand Seed

W1, W2, water, etc.

The kingdom's precious treasures
The kingdom's precious treasure. Collect
You will be able to reach Bowser through it.
The color varies depending on the world.

Item: Invisible Coin

*This is not the official name



W16, W41, etc.

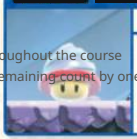
Normally it appears as a
dotted line and is invisible, but
when Mario, shells, etc. pass through it, it ma

Item Coin

Various courses

They are placed at various points throughout the course
; collecting 100 of them increases the remaining count by one.
Collect them steadily.

Item: Drill Mushroom



Various courses

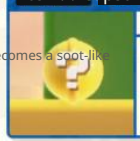
When picked up, you
transform into a Drill and can
attack with the drill above
your head, or burrow into the ground or ceil

Item: Super Mushroom

[Various Courses

If taken while in the small state, it becomes a soot-like
Power-up items that turn into
a bar state. They mainly
appear from ? Blocks.

Item: ? Capsule



W10 W42 etc.

A capsule that breaks when
touched and ejects an item.
Mainly hidden in pull-threads
and pull switches, and sometimes carried by

Item: Super Star

Various courses

A power-up item that grants
temporary invincibility when
picked up. For a short time you
can defeat most enemies just by touching them, but be careful falling into a pit still counts as a mistake.

Item: Fire Flower

Various courses

When taken, he transforms into Fire and fa
You can throw Ia Balls to attack.
It becomes . They mainly come out of Que
Up falling into a pit still counts as a mistake.

Item: Flower Coin

Various courses

Coins usable at the General Store. Bo
Purin and the others' source of energy,
and can also be used when breaking obstacles
on the world map.

Item: Lifting Bubble

W16, W50, etc.

The number decreases when lifting,
If you succeed three times it breaks, releasing items
and coins.

Item: Wonder Seed

Various courses

A mysterious seed found in
the Flower Kingdom; collecting
these allows you to advance to
subsequent courses. The color varies depending on the world.

Item: Wonder Beads

W1❶、W1❻ Etc.

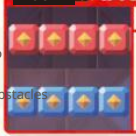
Fragments of the Wonder
Seed that appear during
Wonder. Collect five of these fragments and a Wonder Seed will appe
from the player's feet.

Item: Wonder Flower

Various courses

A mysterious item that,
when touched, causes major
changes within the course. Its color varies depending on the world.

Flock Block



W40, W41, etc.

Press the ON/OFF switch
dotted-line state
A block that alternates
between a dotted-line state and solid form.

Block: Red POW Block

W18, W22, etc.

When struck or kicked, it causes an impact
A wave is generated that can defeat all
enemies on the screen. It can also be carried
and transported.

Block: Look-That-Way Block

W6❷

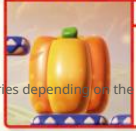
Only while the player is facing it
A block that materializes. It materializes
only up to four blocks ahead
from the player's feet.

Block Hard Block

Various courses

Blocks that only break under specific conditi
ck. In addition to wood and stone, various
There are blocks made of various materials.

Block Pumpkin Box



W50, F❷

A pumpkin-shaped box that can
be broken by hitting it or
performing a hip drop. It may
contain items such as coins.

Flock 10-Coin Block

W11 W20 etc.

Looks the same as a brick block
However, it can be hit up to 15 times in succe
17 coins and a Flower Coin
Three cards appear.

Flock wooden box

W2❼、W4❶など

Can be broken by hitting or hip-dropping
wooden boxes that can be destroyed. Inside a
ins and other items
may be found.

Transparent block for Flock character

Various courses

A transparent block that is only visible when approaching with the designated character. If you know its location, other characters can still hit it.

Block Shoot Block

W20, W20 など

A block that, when struck from below, flies straight up, and when Hip Droped from above, flies straight down. If hit from the sid

Block Block

Various courses

A platform floating inside, it can be passed through.

Block Jewel Block

FO, SPO, etc.

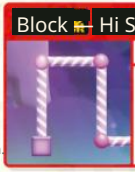
A block that can be broken after hitting it several times. The coins and enemies inside become partially visible.

Flock Whirling Block not available

W10, W50

When hit, it spins for a while and loses its collision detection. Block. Once the rotation stops, it becomes possible to jump on it again.

Block Hi Snake Ball Block

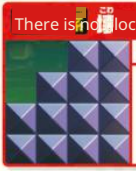


W2, SP

Appears in Wonder; when you approach, t block in which the ball wiggles and stretches out.

There is no block that cannot be broken

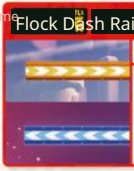
*Not the official name



Various courses

A block that the player absolutely cannot break by any means.

Flock Dash Rail



W15, e.g., W30

When touched, it propels (the player) force A moving block. There is also a type where the direction and color are reversed by ON/OFF blocks.

Block: Cactus Box

W4

A cactus-shaped box that can be broken by hitting it or performing a hip drop. It may contain items such as coins.

Block: Chikuwa Block

e.g., W4, W5

A block that will lower if you stay on it. If you jump before it falls, you can stay on it for a short time again.

Flock Shoot Question Mark Block

W4, W3

A question mark block that, when struck from below, launches directly upward, and when hip-dropped from above, launches diagonally forward. If struck from t it flies straight upward.

Block

W40, W40, etc.

They can be picked up and carried or kicked, but if kicked against a wall or the ground, they will break. Some of the pots contain wa

Flock 鉄箱

W2, F19, etc.

A metal box that cannot be broken by normal attacks. Cannot do so. During Wonder, Bombardment aimed at the player can be destroyed if hit.

Block / Pane Block

W16, W12, etc.

If struck from below, the spring extends. A block that launches enemies and mechanisms sitting on top of it. The red one has a stronger spring force.

Flock: This is not a dotted-line block.

Such as WW26

Special solid block. A block that materializes when a specific switch is pressed. There is also a type that materializes in time with the rhythm.

Block: Hit Block

W4

Flips vertically with ON/OFF blocks. Platform that appears or disappears. When red, you cannot stand on it and you also cannot pass th

Block

Various courses

Transparent block (not the official name)

Usually invisible, but appears when struck and reveals coins, 1-UP mushrooms, etc. It can become a platform that allows you to reach higher places.

Block Peanut Box

W1, W1

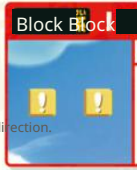
A peanut-shaped box that can be broken by hitting it or performing a hip drop. It may contain items such as coins.

Flock Togeprock

WW3 and others

A block that hurts you when touched. Some are on the ground with spikes extending in one direction.

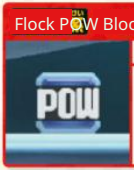
Block Block



Various courses

Becomes visible when wearing the badge that makes blocks appear. Besides serving as a platform, it can also provide clues for findi

Flock POW Block



W2

When struck or kicked, it creates a shockwave that can defeat enemies on the ground within the screen. It can also be carried.

Block Ice

W20, W21, etc.

A square chunk of ice. It can be broken after It can be broken when struck. Once it starts sli it can no longer be pushed back.

Flock ? Block

Various courses

A block that releases coins, power-up items, etc., when hit. In Wonder mode, it changes to purple.

Flock Friend Race Block

Various courses

Online play with friends. A block that appears on courses only under lim

Hit it to start a Friend Race

Block Block

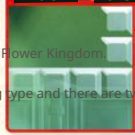
※This is not the official name.

Various courses

A mysterious block that exists in the Flower Kingdom.
It appears during Wonder
It is the opposite type of the appearing type and there are two
types. Neither can be destroyed.

Block Visible by Frock Light

正式名称では None



W5-3

A block that becomes visible when illuminated by the light.
Even when not visible, you can still touch it or stand on it.

Block Discharge Block

F-20、SP-10

An electric shock occurs between these blocks.
Do. Contact with electric shock will cause damage.
You take damage when touched by electricity.

Block Roulette Block

Various courses

The dots drawn on the block are special
A block that changes in that sequence. Wh
the item currently displayed
will appear.

Block: Ball Block

W2 W-1、W-4 etc. 1-4

A block that, when hit,
extends a pole in the direction
of the striped pattern. After a short while it returns to its original state, so
and move quickly.

Block Brick Block

Various courses

If struck with a power-up of Super state or
a block that breaks. It may contain
above a certain state
hurry

Block (Bl水琴 Metal Xylophone 鉄琴)

Such as WW2 F-2

Step on or hit it to produce a
sound; jumping on top of it lets you jump higher.
There are two types—wooden and metal xylophones—and at first glance
The original is the same, but the sound it makes is different.
Wooden Xylophone

Block Block

W2-8

A block that links
progressively to the connected lift when stru
to the front of the connected lift,
hit it many times to expand the platform.

Block Block

W2-2

Can be destroyed by various attacks.
Created blocks. In cold worlds
Exists in the course.

Flock Long Question Mark Block

Various courses

A long question-mark block spanning th
block. If the contents are coins, there are thr
There are (a certain number) of pieces includ
Yellow stitch

Block Shaking block

*This is not the official name.

Such as W33, W40

A block that never breaks and can be hit repeatedly.
If struck from below,
You can defeat enemies above you, so skillfully
Make good use of it.

Flock Wonder POW Block

W5-4

Appearing only within Wonder, what
A giant POW block that can still be hit.
When struck, it sends a shockwave across th
spreads out.

Switch: Regarding ON/OFF switches

W4, W4

A switch that, when hit, alternates red/blue blocks and semi-solid blocks within the course. It can also cause changes to Talkative Flowers.

Switch: P Switch

W16, W19, etc.

A switch that, when pressed, causes coins to appear for a limited time. If you collect all the blue coins, three Talkative Flowers will appear and praise you.

Switch: Timer Switch

W1, W3 Etc.

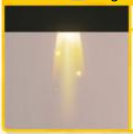
When pressed, dotted-line blocks become solid for a fixed duration.
A switch that causes them to materialize. Time limit.
If you hit it again inside, the timer will be reset.

Switch: Question Mark Switch

W20, W6 など

A switch that, when pressed, triggers mechanisms to appear or coins to appear, and
The effects vary.

Switch: Glowing Pillar



W10 W10 etc.

Light leaking from walls or ceilings. When struck, coins or items appear.

Switch: Pull

W10 W20 etc.

When pulled, coins or Question Mark Capsules appear.
Cells appear. By pressing the dash button you can grab the handle.

Pull Switch

W42, W4, etc.

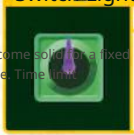
A switch that causes strange things to happen when pulled. When you release the handle, it slowly returns to its original position <.

Switch: – Surprise Switch

W3

When pressed, dotted-line blocks become so
dotted line
A switch that causes them to materialize. Move forward before the dotted-l

Switch: Light Switch



W5W50, etc.

When pressed, a switch that lights up for a fixed time limited time . If you hit it again within the time limit, the timer It will be reset.

Switch: ght

*This is not the official name

W5

Pressing the light switch brightens the area, allowing you to defeat Boo enemies and making blocks that are visible by light bec

Movement: Red-Face Lift (not the official name)

W3

A lift that looks like a red bamboo tube
It moves along rails.
A Hoppin is hidden in the tip hole and it pops out when you jump.

動く足場

This is not the official name.

Such as W11F 9

A large box-like lift. Rails
There are types that move along rails, and typ
rotate in place.

This is not a pushable platform

Appears: W48, W2

Sharin (wheel)

A block with a wheel underneath that can be pushed.

A block that can also be used as a platform.

Movement Countdown Lift

W2

When you ride on it, the count decreases

When the lift reaches 0, the lift will rotate

and lose its classification as a platform

It returns after a short while.

Movement Plan Fossil

W6

It has a round, bone-like shape,

Rolling over the lava. Platforms and

l available for use, and interrupted locations

You can also enter inside from the place

Movement: Triangular Trampoline / Square Trampoli

Examples: W4W41, etc.

Triangle- and square-shaped

trampolines. Not only Mario

and friends but also enemies

and coins bounce on them, so observe their movements carefully

Movi inchworm pipe

W10 W10 etc.

An inchworm-like pipe that appears in Wonder and moves by wriggling its body

like an inchworm

Pipe. Riding on top causes you to move together with it

Can move.

Of the Lakitu

W2, W4 Etc.

The cloud that Lakitu rides. The snow left after

defeating Lakitu

can be ridden, allowing you to fly through the air and move

through the air.

Mairyu (Mairyū)

This is not the official name

Moving vegetable / water currents

FF, etc.

Suiryū (water current)

Blowing out a stream of water, the player

It will flow in one direction. While carrying

If you swim while doing so,

you can also swim against the current.

Movement Type Vine

Various courses

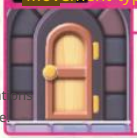
You can grab on and move up and down.

It may appear when you hit a transparent bl

in some cases, and in such

cases you can often move to a different area

Movement Door



W40, W48, etc.

Stand in front of a door and push the L sti

upward to move to a different area

able to move. There are also locked doors,

and doors split into two.

Movement: Pipe

Various courses

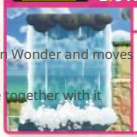
Placed throughout various locations in the

Pipe. Water may come out, it can be pushed,

there are types that sink. Entering

may also transport you to a different area.

Movement Downpour



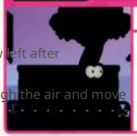
W30, FO, etc.

Cloud platforms that, at

certain timings, pour rain like a

waterfall. You can swim and move inside the

Tocchi



FB, SPO

Appears only during Wonder

and is a large platform that

searches for the player's location and then m

Domin

移動系

W6

Opposite Direction

When pushed, a rock that falls in the opposite direction. When it falls, it breaks brick blocks and can take down enemies as well.

Moving Pump Lift

F, P, etc.

A lift that advances by activating a pump when you stand on it. Performing a hip drop propels you

Trampoline Lift — official name:

移動系

W10, W50, etc.

It keeps bouncing while you stand on it; if you press the jump button when landing, you can jump higher. Time your jumps carefully.

Fluffy Lift

移動系

W2

A platform that gradually sinks when players or enemies stand on it. The sinking speed vari

Hip Sealy

移動系

W10 W10 etc.

When you perform a hip drop, you descend or is a rising wooden platform. Standing on it Remember that it sometimes sways a little.

Moving Lift

W10

Various courses

A lift that moves through the air. Rail There is also a type where you proceed along

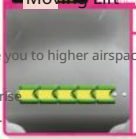
Movement Propeller Flower

W10 W2 etc. 3

When grabbed, it rises and can move you to higher airspace or to a different screen. It appears after After a short time, it will automatically rise and disappear off-screen, so be careful.

Moving Lift

W2



A lift that moves between connected blocks. By striking the connected blocks, you can expand the platform.

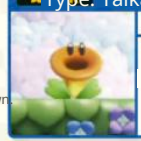
Moving Pole

W6

A platform you can walk on or hang from to move. Proceed carefully so you don't fall down.

Type: Talkative Flower

Various courses



Various locations

Blooming throughout various parts of the Fl

A certain talking flower. It cheers others and Hi

They cheer on Mario and the others' adventur and help liven up their adventure.

Movem Bone Lift (not an official name)

| W50, W6 3 Etc.

Hot Spring / Poison Swamp

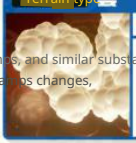
A lift that floats on lava, poison swamps, and similar substances. lift. When the level of lava or poison swamps changes, this lift changes along with it.

Move up and down.

Terrain type

*This is not the official name

W1, W9, etc.



Clouds that burst into pieces and disappear when touched. They also react when kicked into by e

Goal Ball

Various courses

The place that serves as the course's goal point.
Depending on the course,
there may be multiple ones.
Aim to reach the goal by grabbing onto the very top.

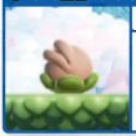
Form: Gel Terrain

W50, W50, etc.

By moving sideways or performing a hip drop
Enterable gel-like footing. Ge
When inside the gel, the jump button
allows quick movement.

Terrain: Withered Flower

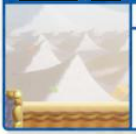
*Not an official name.



[Appears in: Various courses

Sprays water when transformed into an elephant or
when watering with a water-filled jug, happy flowers
They bloom, producing coins and
items.

Terrain type: Sand



W40 W42, etc.

Sand that slows dashing and
reduces jump height. If you
have a Speed Up badge
equipped, you can move quickly even o

Terrain: Poisonous Floor

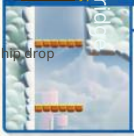
*This is not the official name

W10 W52 etc.

A strangely colored liquid. If
you touch it, you will immediately lose, so
be careful not to fall in.

Terrain type: Bo

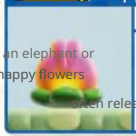
*This is not the official name.



W60 W7②, etc.

If you jump from below, you pass through
and can move up
area. You cannot return from above to below

Terrain type: Happy Flower



Appears: Various Courses

A flower that blooms when
approached, scattering pollen
and causing various effects. It
releases coins, but sometimes spawns footholds.
Platforms such as pipes may also appear.

Terrain Type: Water Request

*This is not the official name.

W1❶

Beautiful fountains installed in several spo
Transforms into an elephant.
and can hold water in its trunk.

Terrain type: Invisible platform *Not the official name

W16 W53 etc.

Appears during Wonder and pla
yers and enemies will glow when they appro
These are platforms that
become visible when approached. Climb the

Terrain Type — Midpoint

Chūkan (Midpoint)

Various courses

Commonly found during a course
If you make a mistake, you can retry from here
You can start. Touch while in small form
Become Super State.

Terrain-type water

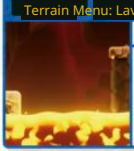
Seishiki Oishi
*This is not the official name

FO, FO, etc.

In deep water, when you enter into it
Begin to swim in the water. Dorfi
Equipping the Kick Badge
makes it possible to swim faster.

Terrain Menu: Lava

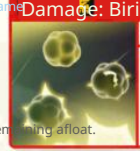
*This is not the official name.



W60, W60, etc.

A hot, boiling liquid.
Touching it results in a miss.
Some enemies, such as Mets, can float and continue to drift while remaining afloat.

Damage: Biri-Biri



F4

A small thundercloud that cannot be defeated. Touching it inflicts damage, so proceed while skillfully av

Damage: Ara-Ara

W6SP, etc.

A mysterious stone whose temperature fluctuates, repeatedly warming and cooling. If water is poured on it, it will have enough power to cause destruction.

Damage: Fire Knuckle

F2, F2

A giant fist wrapped in flames.
One strike that single blow can break iron boxes and bric

Damage-type Eater

W5, SP

Touching it causes damage; danger
Dangerous black shadows that deal damage when touched.
They vary in size and include both moving and non-moving types.

Damage: Fire Bar

W4, SP, etc.

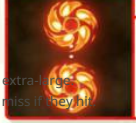
Rod-shaped formation
Arranged in a rod shape, around an axis
A cluster of rolling fireballs. Time your passage at a safe moment and go through.

Damage Rolling Rock

W2, W4など

They roll toward the player and deal damage upon contact.
There are three sizes: small, large and extra-large.
Large and extra-large cause an instant miss if they hit.

Damage: Fire Wheel

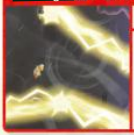


W6

Wheel-like fireballs that move along rails. They can be operated with a pull switch.

Damage: Electric Shock

*This is not the official name.



F, SP

Thunder that occurs during Wonder. A faint glow appears just before it strikes so immediately flee to a safe place.

Damage Burner

Such as W F

Flames that burst out and subside
A mechanism like this. Pulling a pull switch can weaken the force of the flames when lit.
There are also large burners.

フラワー王国
マップ攻略

Flower Kingdom Walkthrough

Detailed explanations of each world and course.

Defeat Bowser and reclaim the Flower Kingdom!

Travel through eight diverse worlds and embark on an expansive adventure

"The Kingdom"

In the Flower Kingdom, the setting for the adventure, the first

There are 8 worlds in total, including the W1–W6 archipelagos, the Wonder Special World,

There are multiple worlds. Clear the courses in each world to collect Wonder Seeds.

Proceed forward while doing so.

Clearing a world grants you a Grand Seed.

Oukoku (Kingdom)

Defeat Bowser, who aims to take over everything.

Overall map and the connections between each world

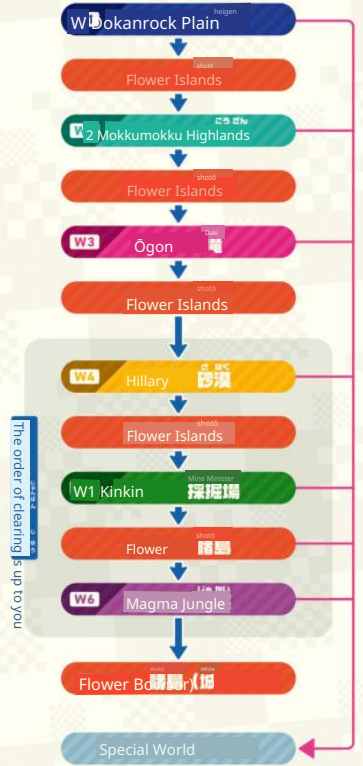
W1 Dokan Rock Plain P.070
W2 Moku-Moku Highlands P.138
W3 Golden P.192
WA Sidert Desert P.226
W5 Kinkin Mining Site P.294
W6 Magma Sea of Tre P.340
Flower Islands P.404
Special World P.500

World Progression Flow

In progress

The adventure starts at W1, and along the way Flower
- Progress sequentially up to W3, passing through the islands.
The order in which W4–W6 are cleared is free. For advanced players
There is also a special world. Grand
Collecting six seeds allows you to proceed to Bowser's Castle
It can be completed, and clearing it will lead to the ending.

進行 Chart



After clearing W3, you can proceed to W4 through W6

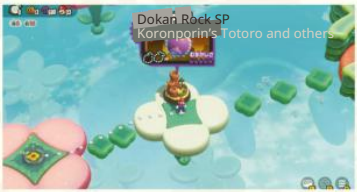
You can tackle them in any order you like

When you clear W3, the map of the Flower Islands
It became possible to advance the pu all the way to the very back (
It is necessary to clear the course), and you will then be able to a
There is no fixed order in which to clear them, so you can
Let's start by conquering the nearby worlds and courses.

You can head straight to W6, but you must collect all Grand Seeds from W4 to W6.

Try challenging the Special World

In each world, by clearing certain courses
you can advance to a Special World.
A Rough Flower appears. The Special World
There are many difficult courses prepared that are
hard to complete without considerable practice. Be
sure to give them a try.



Because it is called "Special," every course has five difficulty levels. Use the strategy pages as a reference to aim for a

Strategy guide

How to read the strategy pages

From here, each world and course is handled individually separately.

Strategy guide

Check how to read the pages from here.

Strategy.

How to Read the Course Strategy Page

1. World name
2. World map: Connections within the world and links to other worlds, and the courses and facilities within the world
3. Courses & course names and maps for each course
4. Information within the world other than World Information Map

In the list: letters of the alphabet indicate locations of hidden co
location of commander
Katakana indicates the entrance to Captain Toad's location
list of positions
Display the page numbers that contain walkthroughs and facilit
Post information. The general store's items are available when y
Visit the shop
Badges occasionally added and items other than badges
Passage information
Disply. Information about opened routes and secret informatio
open a route
Within the map, certain actions can open routes or cause cou
information posted
information about courses that may appear are posted, and Cap
The information explains the location of the entrance where you
Hidden coin information shows locations where moving to certa
flower coins to appear. Depending on the world, it
also displays locations where specific Wonder Seeds or Grand
Notation. Courses and facilities are indicated by circled numbers. Information on facilities where seeds can be obtained is provide

How to Read the Course Strategy Page

1. Course name
2. Number of Wonder Seeds obtainable within the course
3. Course difficulty: five levels from Mario ☆☆☆☆☆
4. Course appearance conditions: To play that course
   - Again / Retry
   - Lists the conditions necessary
5. Friend Race: Online play between friends
   - Furen that triggers a friend race that becomes possible with

Indicates whether a friend-race block appears

6. Hidden goal: multiple Wonder Seeds that can be obtained

Indicates whether there is a goal pole

7. Notable traps: hazards appearing in the course that require cau
   - Careful Attention Required
   - Listing of traps/mechanisms. For details of each mechanism, see Reference: explanation
   - See "Traps & Mechanisms" explanation
8. Enemies appearing on courses requiring caution

character. For details on each enemy character, see

Refer to the enemy character descriptions on p.041

9 Initial state of the map course map. On the map

The meanings of the icons are as follows. Also, enemy characters

Place that icon where the actor appears

Start point of the start course

China Point — mid-course checkpoint

Goal course goal location

Hidden goal location of the g

Strategy Points

10 Map connections: map links indicated by arrows and katakana

Describe the connections. For soil connections, place three on both sides of the arrow

If a corner mark is present, it indicates round-trip travel is possible

11 Wonder: State after touching a Wonder Flower

Post that course map. After touching a Wonder Flower

If you do so, the entire course becomes a Wonder; in this book, the wo

nder: from Wonder Flower to obtaining Wonder Seed, the wo

The map of the Wonder is published

Wonder

12 Omission of the map: On courses where you are forcibly moved,

The map may be omitted. Map omission

The area between the wavy line and the wavy line

The section becomes the area between the wavy lines

13 Strategy Points: Strategy points to watch for within the course

are listed. They correspond to the circled-number icons on the map,

and the icon next to each circled number represents the following content.

10 Flower Coin Acquisition Strategy

Wonder Flower strategy

Wonder Seed Acquisition Guide

Goal Ball Strategy

Strategy for Cooky Bowser

14 Icon: Courses that change

when touched or acted upon, or where items appear—Icons

and text indicate this. Coins can appear from blocks and similar objects.

If only one card appears, omit the icon and description

being

Power-up item blocks (when in tiny state

- The item at the top left appears, showing a

powered-up state, and for Yoshi and Totten the item at the bo

1UP Mushroom	Super Mushroom
Fire Flower	★ Super Star
Drill Mushroom	Awa Flower
■ Soul Fruit	Question Mark Capsule
Lifting Shapon	Wonder Beast

Wonder Flower (color varies by world)

Wonder Seed (color varies by world)

10 Flower Coins (three types: ①–③)

Coins	Flower Coins

Happy Flower (shape and color vary by world)

Withered Flower (becomes a Happy Flower when watered)

Propeller Flower transparent block

Character-specific transparent blocks (from left to right: Mario, L

Peach, Daisy, Yellow Toad, Blue Toad,

Yoshi, Green Yoshi, Red Yoshi, Yellow Yoshi,

Light Blue Yoshi, Totten)

Roulette Block (items change in the order of the arrows)

10-Coin Block (hitting repeatedly causes coins, etc. to appear)

ON/OFF Switch P P Switch

Timer Switch	Question Mark Switch
Surprise Switch	Light Switch
Pull-type	Pull Switch
(Water-filled jar)	Glowing Pillar
Pumpkin Box	Cactus Box
Peanut Box	Jewel Block

hei gen

W1 Dokan Rock Plain

Pipe Only man sai tabida

A world of departures filled with pipe mechanisms

Oukoku (Kingdom)

An adventure in the Flower Kingdom where plains and wastelands await. Many beasts are prepared. The first world

The world that marks the beginning of everything. As its name suggests, the overall difficulty is relatively low. Here, ma

The courses contain many pipes and features related to pipes

Get used to Rio and the others' controls.

Oukoku (Kingdom)
1 Welcome to the Flower Kingdom: The Beginning P.072
Dan ge to ②: Pakkun March P.077
3. The Charge of Zurakar and Friends P.081
Chototsu Moushin
4 Headlong Charge: I'm Tosshin [p. 086
5. Picture: Koromborin P.092
⑥ Watch for Sudden Moves! Roller Skate Koopa Troopa P.096
7 Forest of Lush Pipes P.100
8 Gapon's Hideout: Valley of the Read Pipes P.104
⑨ Ride On: Tosshin—Frenzied Lion Charge P.107
⑩ Biyon and Friends' Twilight Forest P.112
1 Koronporin: Soaring Through the Air P.116
12 Badge Challenge: Hat Parachute Lv.1 P.120
13 Badge Challenge: Climb Jump Lv.1 P.122
14 Master Badge Challenge: Jet Run Lv.1 P.123
15 Over Hills and Mountains: Hana-chan Race P.125
16 Palace of Dokan Rock Plains P.129
17 Knock Them Down and Move On! Cannon Lock Coliseum P.133
18 A Short Break — Dash and Go! P.135
Take a breather
19 A Short Break: Wonder Piece Music Room P.136
Take a breather
20 A Short Break: Fly Away Koronporin P.137
21 Badge House of Dokan Rock Plains P.071
2 General Store P.071

Badge House Information

After clearing "The Hills Where Zurakar and Company Run" Popplin House you can enter. Here, Hat Parachute badge can be obtained. There is a short practice Courses are also provided.

Available Badges

Hat Parachute

If you touch a Happy Flower, coins will appear along the guideline Try challenging yourself to collect them in a single jump.

General Store Information

Becomes available after clearing "The Hills Where Zurakaru and Friends Run" and you can purchase reward coin badges and other items.

Basic items for sale

Rewards Coins	30	1UP Mushroom Set	20
Wonder Seed	100	Panel Lottery	10
1UP Mushroom	5		

Route Opening Information

After advancing upward from the wide open wasteland where y there is a rock blocking the path. Pop

If you give Rin 10 Flower Coins, she will break the rock and allow you to proceed.

Captain Toad Information

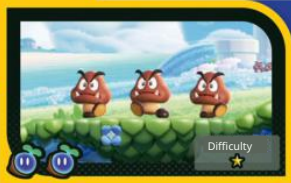
There are five locations in total across all worlds where you can meet Captain Toad. This world contains hidden pipes that connect to three of those locations. The locations these pipes are as follows: from the pipe in the Flower Isles you can go to W2 Mokkumokku Heights, and from the pipe in Jukai you can go to W6 Magma Jungle.

When you clear the hidden goal in "Sing, Dance, and Buckun March", a pipe will appear.

"Badge Challenge Hat Parachute" will appear.

"Gabon's Hideout: Valley of the Sinking Pipes There is a hidden pipe on the right.

① Hidden Coin Information ①



Difficulty

Appearance
Conditions

Oukoku (Kingdom)

Welcome to the Flower Kingdom

Hanabatake

Beginning Flower Field

Friend Race

Hidden Goal —

Notable Mechanisms

Measuring Worm
Earth Castle

Warp Pipe
Flower

! Block

Enemies to Watch Out For

Goomba

A course that serves as the starting point for the adventure and is difficult

Low difficulty, but a hidden area in the sky

Full of secrets and more!

2. Reach the hidden aerial area using the Block-Spawning Badge

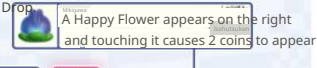
By attaching to a Propeller Flower that emerges from a transparent block, you can ascend to the sky; with the Block-Spawning Badge equipping it will make platforms appear that let you move further right. In the open area, hitting the block located in the air will cause a vine to appear, letting you climb right away.

Blocks will form a platform. On the block, blo

The vine stretches out further into the sky. When you hit the block, the vi

① Block — Shake to move the block

Brick blocks shaped like stairs can be broken by a sideways nose attack while transformed into Saw; doing so yields 10 Flower Coins. Even without transforming into Saw, it is possible to break them with a Hip Drop.



③ You can enter this pipe only when it is not Wonder time

This is the Wonder here, an ice
It becomes a pipe that appears and can be entered
cannot be entered during Wonder, but during normal times
it can be entered, allowing access to the undergr
area.

Proceed without
triggering Wonder, or trigger Wonde
and return after it ends.

Block on the right
An appearance

Block on the right
An appearance

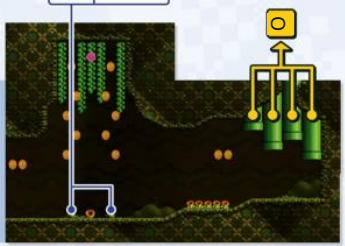
Brick blocks on the left and
Question blocks appear

P.076

Appearance of question blocks
Can be obtained after they appear

Pipe on the right
An appearance

A vine appears



4 Jump from the raised soil

jimen (ground)

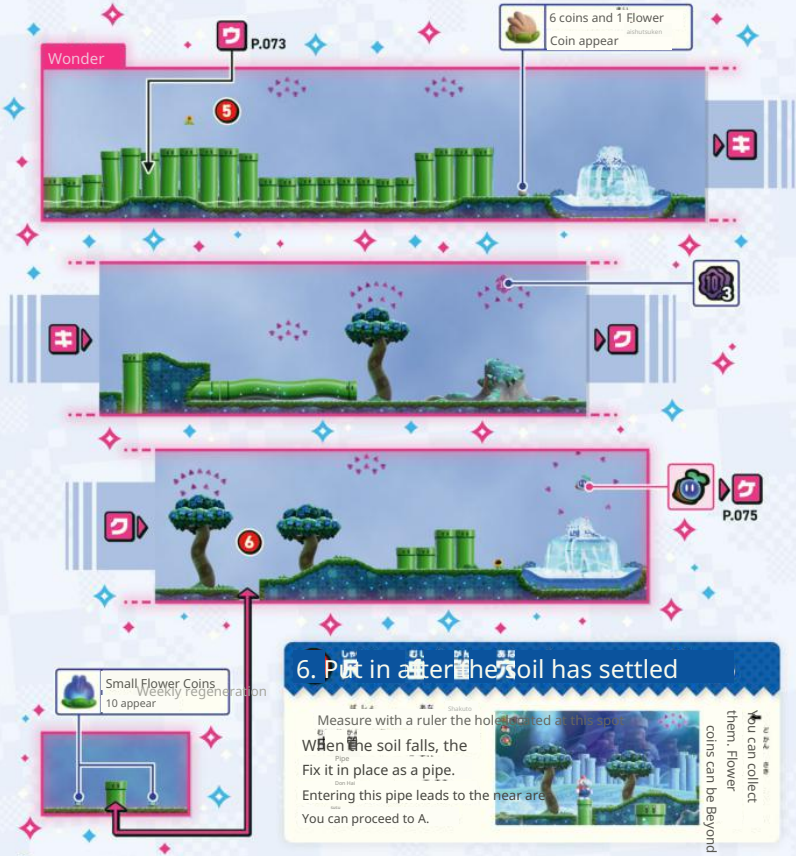
If you touch the Happy Flower in front of you, a pipe will emerge from the ground. If you perform a dash jump from the top of that soil, you can aim for the top of t

⑤5. The soil head starts to move during Wonder!

Up and down

During Wonder, pipes move up and down, and inchworms
The course can drastically change, such as turning into pi
features, you'll be able to reach higher places with jumps,
so proceed while collecting the small Flower Coins.

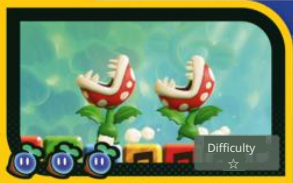
A movement just like an inchworm
Pipes that move forward in a creeping mo
places, climb
to get up, jump when your
body is bent.



6. Put in after the soil has settled

Measure with a ruler the hole marked at the top
When the soil falls, the
Fix it in place as a pipe.
Entering this pipe leads to the near are
You can proceed to A.

You can collect
them. Flower
coins can be Beyond the pip



Oukoku (Kingdom)

Appears: Welcome to the Flower Kingdom Begin

Condition: Clear "Rino Flower Field"

走 Lots of Ranran Piranhas rush at the player. They even sing during Wonder!?

uda odo

Sing and Dance

Piranha Plant March

Friend Race

Hidden Goal

chuwaku

Notable Mechanisms

Sugar Block

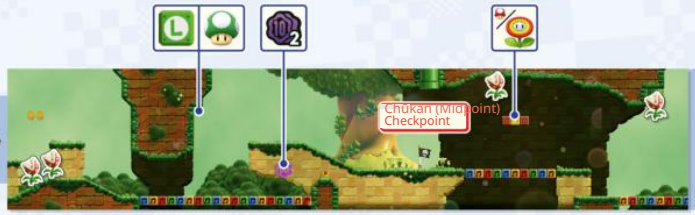
Enemies to Watch Out For

Ranran Pakkun

Pakkun Flower

Big Ranran Pakkun

Appears when you hit a brick block, 11 coins and 1 flower coin appear
Start
1
coins 12 pieces appear
Mai Shūkei
Back/Inner Area
1. Enter the inner area through the pipe
Red Pipe: Yes
Entering the red pipe allows you to advance to th
Head left and collect 10 Flower Coins to obtain.



P.077

2. Will the Piranha Plant start singing!?

In progress

During Wonder mode, the Pakkun March music begins to play.
The screen will start to scroll automatically. Also,
matching the music, pipes located here and there rise
They rise and fall, and also Piranha Plants
Children sing and dance.

Pay attention to the
Pakkun's singing
and dancing! The Pakkun Flowers
count as a mistake.

Be careful, it will

3. Jump high to the left platform

Left Scaffolding

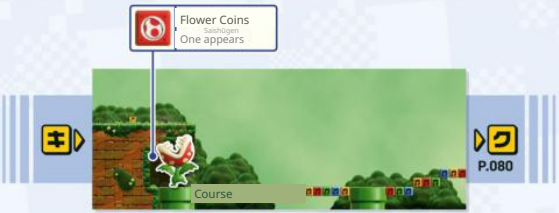
Just before the Wonder ends, a pipe appears on the ceiling platfo
The pipe appears. After collecting the Wonder Seed, if you use the
to make a big jump, you can land on this pipe.
You can do that, and if you jump further to the left,
you can reach the pipe that leads to the hidden goal.

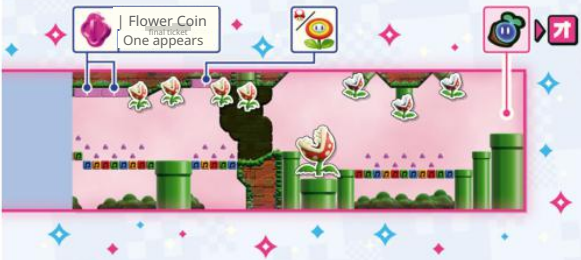
Wooden Xylophone
Appear
Big mouth
Jinatsu
Is it N?
Of the pipe
To the left

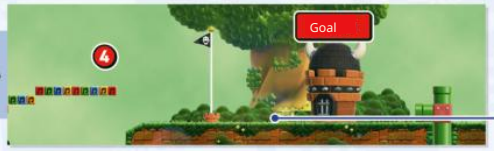
Of soil
Pipe
Advance into
proceed
Place
hand and
forelock are
Can advan
the area.

I
3
Power

Flower Coins
Matagogen
One appears
P.080
3


Flower Coins
Saishogen
One appears
Course
P.080


Flower Coin
Imai never
One appears



④ Big jump from the block

Wooden Xylophone
木琴 The distance from the block to the goal ball is a little far, but if you dash and perform a big jump from the right edge of the wooden block, you can grab the top of the goal.

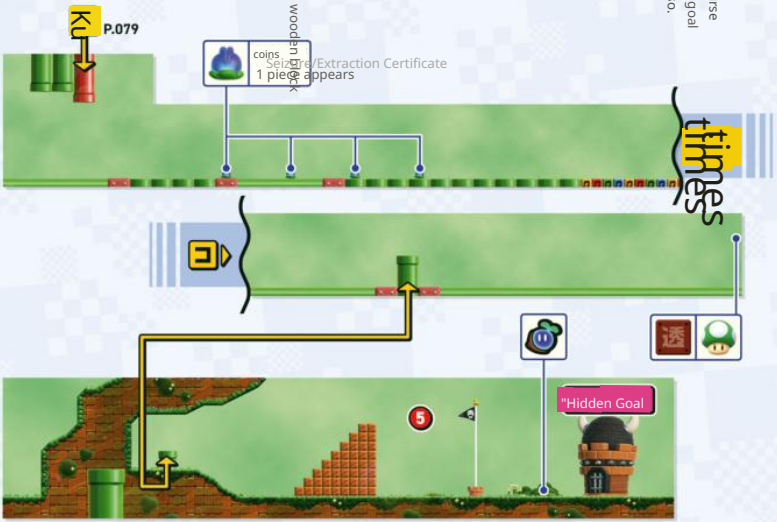
By jumping, Before landing, time it well to fall from the large wooden block

5 Open a new route with a hidden goal

If you perform a dash jump from the very edge of the right side o you can grab the top. Clearing the course from this hidden goal will cause a hidden pipe to appear at the lower-right of the course, leading you to meet Captain Toad on the Flower Isles.

Clearing the course's hidden goal can be progressed by doing so.

Hidden of the hidden pipe in this course



Appearing and Dance: Piranha March"
Clear the conditions

Zurakaru and their dash

hill 6

Friend Race

Hidden Goal

Notable Mechanisms

Peanut Box

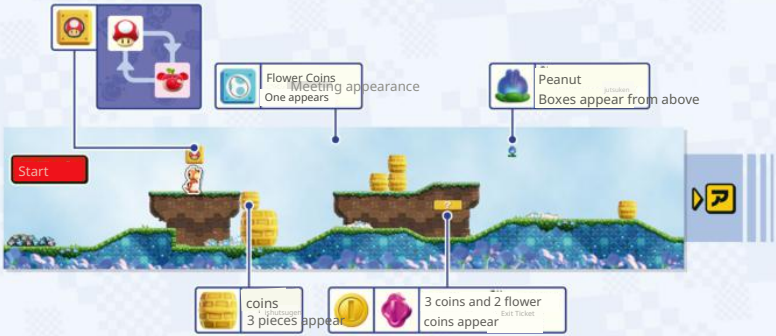
Block

Enemies to Watch Out For

Zuracar

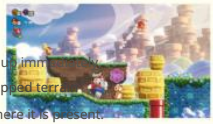
Red Koopa Troopa

Many Zurakaru appear and run away carrying various items. Chase them and get the items.



① Chase and Catch Zurakar

A Zurakar carrying 10 flower coins keeps fleeing to the right. You cannot catch up imm... but it will stop in front of a stepped terr... and stop before the terrain where it is present.



The Zurakar stops
Get the coin
10 flowers at the time of get

3 Peanut Box

Located just before the 10 Flower Coin

The peanut box can be—when transformed into an... shaken with its trunk, or kick and break it with a Red Koopa shell.

coins
3 pieces appear

Two coins, Flower
One coin appears

Hold down on the pipe to get coins
Up to 3 can appear

If you push the two pipes on the left together, 8 coins and 1 flower coin will appear

Hold down on the pipe to get coins
Up to 5 skewered items can appear

See p.084

A peanut box appears from above; when broken, 2 coins and 1 flower coin will appear

2. Step on the nut for a big jump

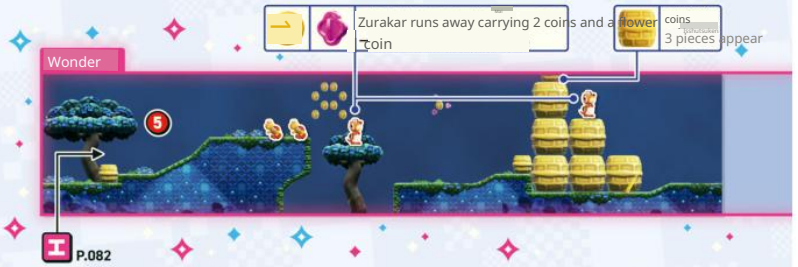
In the underground area reachable from the pipe, there are 10 flower coins high up in the air. You can't reach them by a normal jump, but they can be ejected by a quake. You can get it by stomping the fruit and doing a big jump.

Time your move to when it spits out the nut jump well.

4 Do not warm it for the young

Zurakar grabs the Wonder Flower and runs away, but there is a ledge a little further on, so you can catch up quickly. If you approach and jump as is, you can touch the Wonder Flower.

Even if you don't time it perfectly, jump and defeat it, You can touch it just by doing so.



5. Chase Zurakar while collecting a Super Star

While in Wonder, the player becomes invincible and further a Super Star falls from above. Falling one after another like meteors. They come. While invincible, escape after the Zurakar who are fleeing. Chase and rush forward. The Wonder time limit is 10 seconds, but by frequently collecting Super Stars, Zu like this.

Collecting a Super Star restores the 10-second time limit.

Move to the right while pursuing the Zurakar.

Flower coin(s) are 1 piece appears

Weekly regeneration

Two regular coins and one flower coin appear

Coins maximum 3 pieces appear

Ke

7 Jump before being put into the peanut box

When you approach the goal, Zurakar escapes to the right. It spits out nuts and will break the peanut box, so perform a dash jump before that.

Peanut Box
Be careful because it becomes lower if the platform is broken by an attack, the footing

Zurakar runs away holding 2 coins and 1 flower coin

Small Flower Coins
three pieces appear

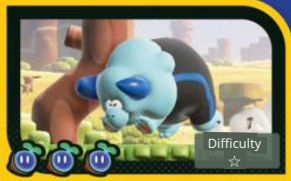
coins
3 pieces appear

Memory Bell

6 Proceed to the rock to obtain it

Acquisition

Zu-rakar carrying a Wonder Seed runs to the right, but at the location ahead where the pipe is
It stops, so defeat it and get it.



Difficulty ☆

Clear Conditions: "The Craftsmen Run by Zurakar" Clear

Chototsu Mou Shin

Headlong Charge: I'm Tosshin

Friend Race

Hidden Goal

Attention
Notable Mechanisms

Hard Block

Hip Tree

Enemies to Appear for the First Time

Tossin

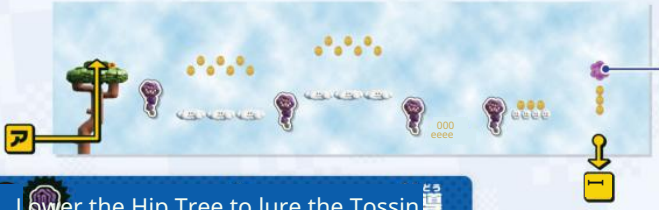
Erin

Wonder Tossin Flock

A course where you proceed while avoiding Tossin.

During Wonder, Tossin

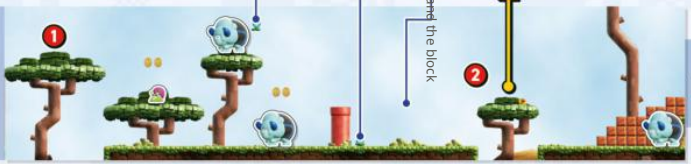
Ride the flock and charge forward!



1. Lower the Hip Tree to lure the Tossin

If you hit the Hip Tree with a Drop twice it will reach the ground. Descend down to. If you lure the Tosshin to the right, and entice the Tosshin, the hard block allowing you to proceed to the

you enter, you Collect 10 Flower Coins and the block



Available

3 is hidden inside a hard block

The Wonder Flower is hidden inside a hard block. If you make the Tosshin on the right charge toward the player, it can break the hard block, allowing you to touch the Wonder Flower.

2. From the Hip Tree to the Sky

Hit the Hip Tree where the Chatty Flower is

If your Drop hits it, you can advance to the aerial area. You won't collide with Moku-Moku-Mo or fall downward

Proceed carefully to the right and collect 10 Flower Coins.

4 Tosshin no 壁 に乗って進め

From behind during Wond

The Wonder Totsin group ap

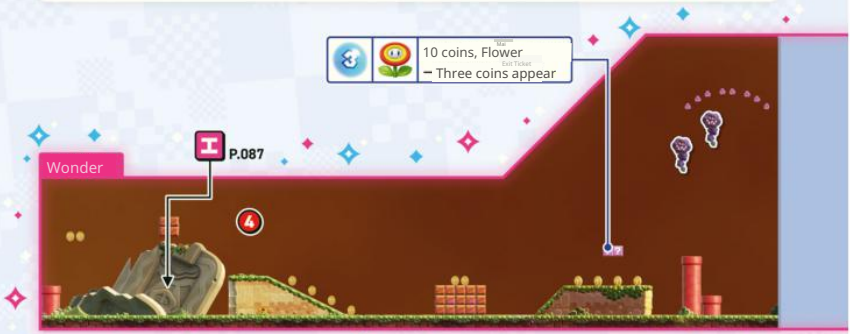
Present. If you ride on this

You can move forward, but s

Break the ball and ...

pushes further inward and

If you are riding on the spot where the Wonder Seed is, you will automatically keep moving forward, breaking
goal balls along the way and defeating enemies you encounter, and you will reach the place beyond them. This allows you to pr



7 goal balls have been broken

Connects afterward

If you proceed without touching the Wonder Flower this becomes the goal. If the Wandertossin group breaks the goal ball you will no longer be able to finish here, but this connects to the area beyond.

5 Can be obtained after Tossin breaks the hard block

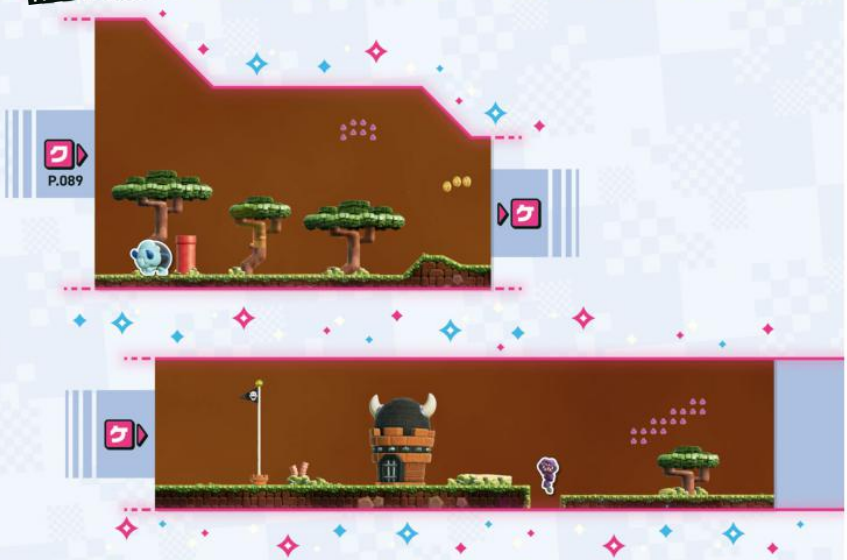
This 10-flower coin cannot be collected while riding the Wonder Tossin group, so proceed without touching the Wonder Flower. Guide the Tossin on the left tree in such a way to break the hard block surrounding the 10-flower coin. You can break the hard block.

If you send the Tossin on the tree to the right, it will stop in front of the pipe ahead. After that, push it to th

⑥ Ride the Tossin and jump

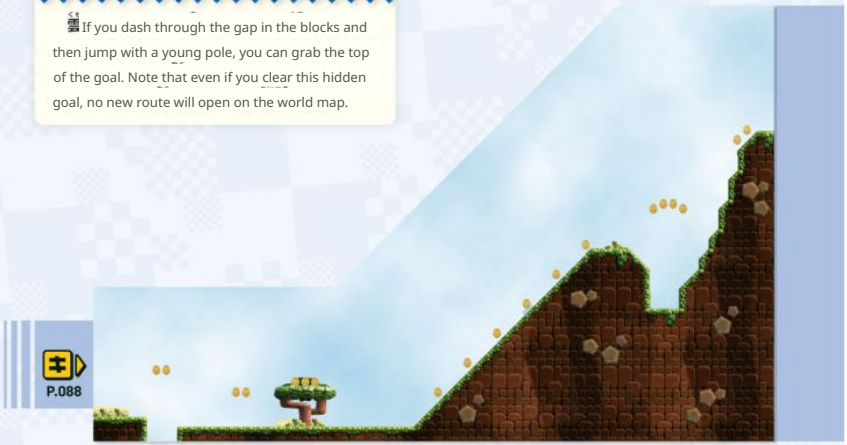
The Tossin in front of the pipe send it charging to the right, Ride on the back. If Tottshin jumps on the slope, go Jump just before the goal pole.

After Jumping, Tottshin jumps in time Jump well! King.



Dash jump from 8 blocks

If you dash through the gap in the blocks and then jump with a young pole, you can grab the top of the goal. Note that even if you clear this hidden goal, no new route will open on the world map.



8
[Hidden Goal

Clear Conditions: Clear "The Race of the Zurakka"

Roll, Koronporin

Friend Race

Hidden Goal

Attention: Notable Mechanisms

P Switch

Be careful of acid

Koron Porin

Kakibō

Wonder Koronborin

Roll the Koromporin that appears here and there, fitting them into gaps as you proceed.

3 coins and 2 flower coins appear

Start

1. Jump on the Koromporin to reach the air

Colon between two pipes

Fit the Porin on and jump

...and proceed to the aerial area

can do, and here 10 fra

You can collect war coins.

The two kō on the left

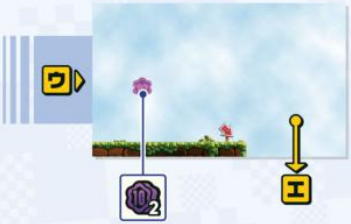
Roll the Romporin to the right

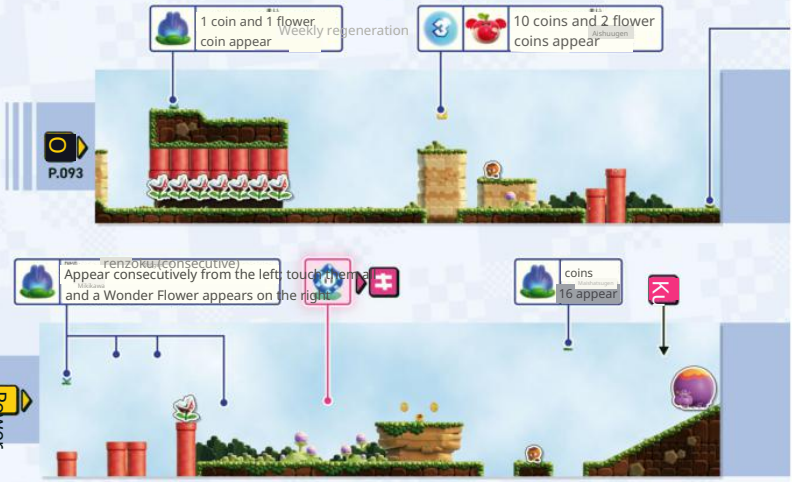
One coin and one Flower Coin appear

A coin appears 5 pieces appear

② Kick the red Koopa Troopa and activate the P-Switch

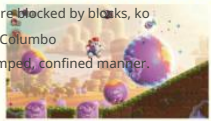
When you press the P switch, coins appear. The coins will disappear after a short while, but if you can collect them all, the Chatty Flower will appear and celebrate for you, so try to aim for that.




1 coin and 1 flower coin appear
Weekly regeneration
10 coins and 2 flower coins appear
P.093
renzoku (consecutive)
Appear consecutively from the left, touch them all, and a Wonder Flower appears on the right
coins
16 appear
Power

4 Get the Wonder Seed located above the head of the giant Koronporin

When you become a Wonder, the left and right sides are blocked by blocks, ko
not within range
Within the area, there are five Colonporin and a Wonder Columbo
One Rin appears. It tumbles and bounces about in a cramped, confined manner.
... Aim for the Wonder Seed located above the Wonder Koronporin and time your jump well.



You can take the Wonder Seed immediately but since you're here, let's also try collecting the small Flov

Colonborin has 1 Flower Coin and 2 Little Flower Coins
Koronporin has a Tiny Flower and is holding 3 coins
Wonder Colombo
Rin is carrying
Wonder
4

Coins are
Satsūgen
5 pieces appear

3

3

Flower Coins
appearance source
One piece appears

Goal

5

③ Kick 30 shells to hit the brick blocks

At the end of the two pipes, there are brick blocks buried in the terrain that you can hit くと 10 Flower Coins appear. Guide the Koronporin
guidance
It is recommended to guide and defeat
so this method
Explanation
...will be explained.

⬆ Kick the shell upward; after the Koronborin moves and the Koronborin fits into the gap, Kou...
Hit the long ? block.

If you kick the shell to the right, it will hit the brick bloc

5. Dash, stomp the Koronporin, and jump

First, fit the Koronborin into the gap just before the goal ball. Then, run and jump from the high platform while stomping the Koronborin; if you immediately jump high afterward, you can grab the top of the goal. The key is to time and position your jump correctly.

High platform
⬆ Make sure to land on top of the Koronborin from the high platform—adjust your position and

Watch out for sudden crossings!

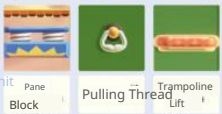
Roller Skate Koopa Troopa

Friend Race

Hidden Goal

Break the rocks blocking the appearing path to open the route.
Condition: Let it pass

Notable Mechanisms



Enemies to Watch Out for

Roller Skates Koopa Troopa

A saw wearing roller skates
Appearing one after another
Saws appear one after another. They won't be hit
Proceed while being careful.

② Appears when you hit the Question Block with a shell

Question blocks buried in the terrain
When you strike the Question Block,
10 Flower Coins will appear.
Kick a shell to hit it.

Kick the shell.
From here, head to the right.
Located to the left

Flower Coins
One appears
Seizure/Extraction Certificate

Coins are
1 piece appears

coins
2 pieces appear

4 coins Flower
One coin appears
Weekly regeneration

*This is not the official name

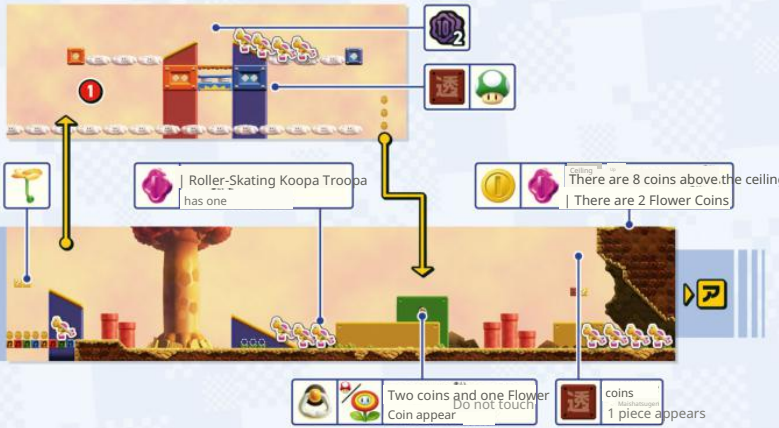
1 Defeat 4 Roller-Skating Koopa Troopas

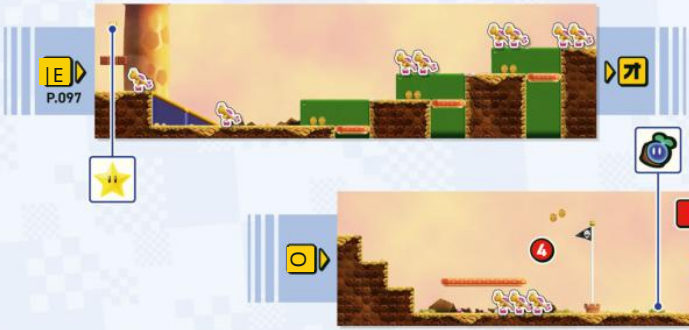
In the airborne area accessible by grabbing a Propeller Flower and in the escape-origin area, 4 Roller-Skating Koopa Troopas appear.

If you defeat all of them, 10 Flower Coins will appear.

There is no time limit, and you are free to choose how to defeat them, but it is recommended to use the spring block located in the center.

When a Roller-Skating Koopa Troopa passes overhead, if you hit the panel block, the green shell will bounce up and can be knocked off.


1
2
Roller-Skating Koopa Troopa has one
There are 8 coins above the ceiling, | There are 2 Flower Coins
Two coins and one Flower Coin appear
Do not touch!
coins 1 piece appears
ア



④ Jump at the right timing from the trampoline lift

There is a trampoline lift just before the goal ball. If you use it to jump high, you can grab the top of the goal. While riding the trampoline lift you will automatically bounce, so coordinate your jump timing and position carefully.

On top of the trampoline lift, hold the dash button and move to the right. Try to land as far to the right edge a Then jump high.

③ Aim for the top of the tree while collecting 3 Wonder Pieces

During Wonder, blocks appear on the left and right, and you collect the five Wonder Pieces located on the course. In Wonder you progress across invisible platforms toward the top of the tree, but they are not visible until you get close, so it can be hard to tell where to go. Be careful, as a Roller-Skating Koopa Troopa may suddenly pop out.

Climb the invisible platforms to collect Wonder Pieces. If you collect all the Wonder Pieces, platforms will increase at the top of the tree. A Wonder Seed will appear, so go get it.

When you hit the ? Block it appears, Six Mini Flower Coins appear

When you hit the ? Block it appears, and four Mini Flower Coins appear

Appears when you hit a ? Block, and 8 Small Flower Coins appear

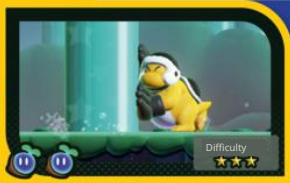
Wonder Piece
Appears when you collect 5 pieces
P.097

Wonder

P.097

Appears when you hit a ? Block, and 5 Small Flower Coins appear

Small Flower Coins 11 appear



Difficulty ★★★

Appear
"Kasayan Hanachan Race"
Clear the conditions

Lush Forest

Friend Race

Hidden Goal —

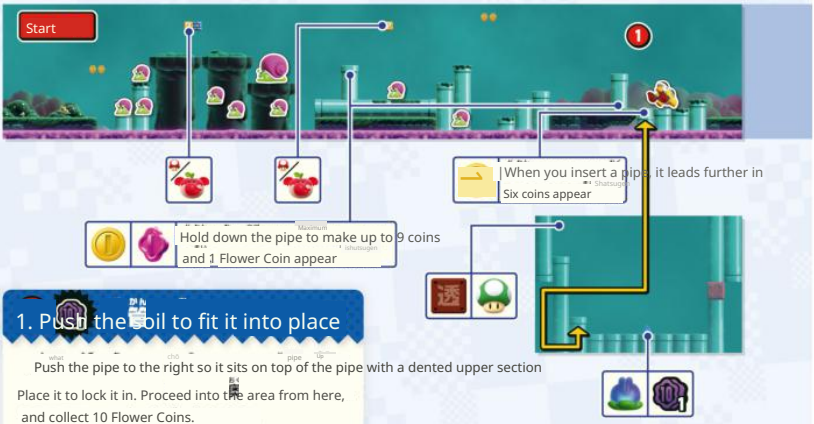
Notable Mechanisms

Crumbly Soil

Enemies to Watch Out For

Maimai | Small mollusk | Oshidashi

There are many pipes and many mollusks
Many spawn points
This course features numerous shells
and many Push-Back enemies. Be careful because the bottom is a poisonous swamp.


Start
1
When you insert a pipe, it leads further in
Six coins appear
Hold down the pipe to make up to 9 coins
and 1 Flower Coin appear
1. Push the Soil to fit it into place
Push the pipe to the right so it sits on top of the pipe with a dented upper section
Place it to lock it in. Proceed into the area from here,
and collect 10 Flower Coins.
Appears when the pipe is locked in, and to the right,
a pipe and a MaiMai appear on the side
Hold down the pipe to make up to 9 coins
and 1 Flower Coin appear
Chukan (Midpoint)
Checkpoint
3
Clear

*This is not the official name

3 If you first push the lower clay pot to the right, you can fit it in

On top of a pipe that is na[illegible] the upper part

When you fit the pipe in, Wa[illegible]

a Wonder Flower appears. Below

after pushing the lower pipe to the ri[illegible]

push the upper pipe.

● What number

● If you push the lower pipe all the way to the far right, you can push the upper pipe

If you keep pushing the pipe, up to coins will
9 coins and 1 Flower Coin appear

4 coins
One coin appears

Flower appearance

10

ア

2 coins, Flower
One coin appears

Red appearance

2 Mouth (entry) 入口をふさぐ土管を押そう

10 flowers in the underground area accessible from the sidewa

You can collect the Wario Coin, but the entrance is blocked.

Transforming into a Sou or using the Mai-Mai's shell to break the

After breaking the block, push the vertically oriented pipe to the l

When you insert the pipe, it appears,
and you immediately plunge into Wonder.

P.102

Two coins, Flower
- One coin appears

ウ

P.102

⑤ Use the inchworm as a foothold to advance through poison

In progress

During Wonder, the inchworm appear

The insect pipe reappears. A

The footholds at the ro locat are not

Hiro poisonous swamp

The wide poisonous swamp is t sed inchworms

It is safe if you stand on top of t warp pipe.

Poisoh swamp

You can cross it. Be careful of the poison swamp along the way

so as not to fall into it.

Please be careful.

Poison swamp

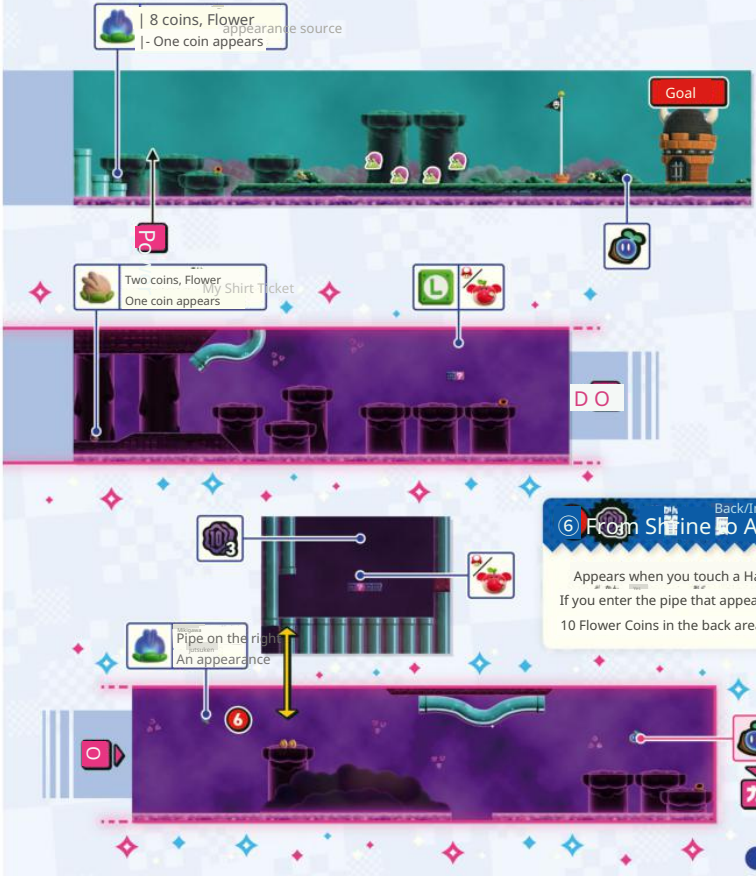
Appearance of the segmented caterpillar on the

⬆In sections where you traverse a wide poison swamp, there are inchworm-style warp pipes ap

Be careful, as falling from it will immediately count as a mistake. You cannot ride on it, so pass straig

④ When not in Wonder mode, you can put blocks into the ground

If you arrive here without touching a Wonder Flower, the pipe will be blocked by hard blocks and you won't be able to enter it. You can break the hard blocks by hitting them with a Small Shell of a Koopa Troopa, so kick the Small Koopa Troopa in front of you to the right and chase after it.



Gabon's Hideout

Tokan

Valley of Sinking Pipes

Friend Race | Hidden Goal —

"Kawayama Crossing Hana-chan Race"

Clear the conditions

Hidden place

This course features many Gabons appearing and sinking throughout. There are also places where you can unexpectedly fall underground.

Notable Mechanisms

- Stunning Rice Noodles
- Sending Heart Pipe
- Block
- Block

Notice

- Gabon
- Pakkun Flower

Three coins and two Flower Coins appear

A pipe appears in the upper right

1 Back/Inner Area

Enter the area from the spawned pipe

Touch the Happy Flower

If you do, a pipe will appear; enter it.

Move to the back area. Right

Proceed and collect 10 Flower Coins.

Take the coins.

A gap in the ceiling

A pipe will emerge from it. Enter here.

There are 8 coins on top of the ceiling

Clear

coins

3 three pieces of paper

3 Continu to stand on the soil will cause you to fall underground

The pipe with a chatty Flowe descends when you ride it, and if you keep riding it you will fall underground and be able to touch th Wonder Flower.

★ Capacity and be (passive auxiliary in Japanese)
Continue
Cold departure

When you hit the ? Block, coins appear, and a coin 3 coins and 1 Flower Coin appear

2 Happy Flower

Appears when touched

One Gabon and a Piranha Plant
At the back of the area with three enemies-3,
and it appears when touched
Ten Flower Coins will appear
so obtain them.

Back/Inner Area

4 Fight the Gabons while ascending

If you fall underground and touch the Wonder Flower, the pipe begins to rise, the surroundings brighten, and music starts to play . Then Gabons appear to the left and right and, in time with the rhy they throw Shurlingans. The pipe itself rises dynamically, and when it reaches the top a Wonder Seed appe After that you can return to the surface via the pipe.

Gabon throws

Shoe that Gabon throws

Dodge with a jump. The incoming Shoe

There is one inside the Ringer

There is a Super Mushroom.

Difficulty

Problem

Clear the conditions

Ride and charge [Shishi Funjin]

Shishi Bunjin

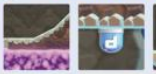
Friend Race

Hidden Goal

Ride the Wonder Tossin from below to progress through a dangerous area where danger approaches from beneath. Memorize the positions of enemies and traps.

Attention

Notable Mechanisms



Poison Swamp | P Switch | Red POW Block

Enemies to Watch Out For

Wonder Tossin Flock | Maimai

1 Proceed while riding the flock of Tossins

There is a Wonder Flower just past the starting point, and from there you ride the flock of Wonder Tossins up to just before the goal. A poisonous swamp rises from below and approaches, and if you are left behind you won't be able to escape the poisonous swamp and will lose a life, so hurry and move forward.

Challenge to collect Blue Coins. Try jumping (or changing) into it.

P.108

*This is not the official name

4 Use a red POW block to clear the Peanut Boxes all at once

Hard blocks on the lower row, Peanut Boxes on the upper row

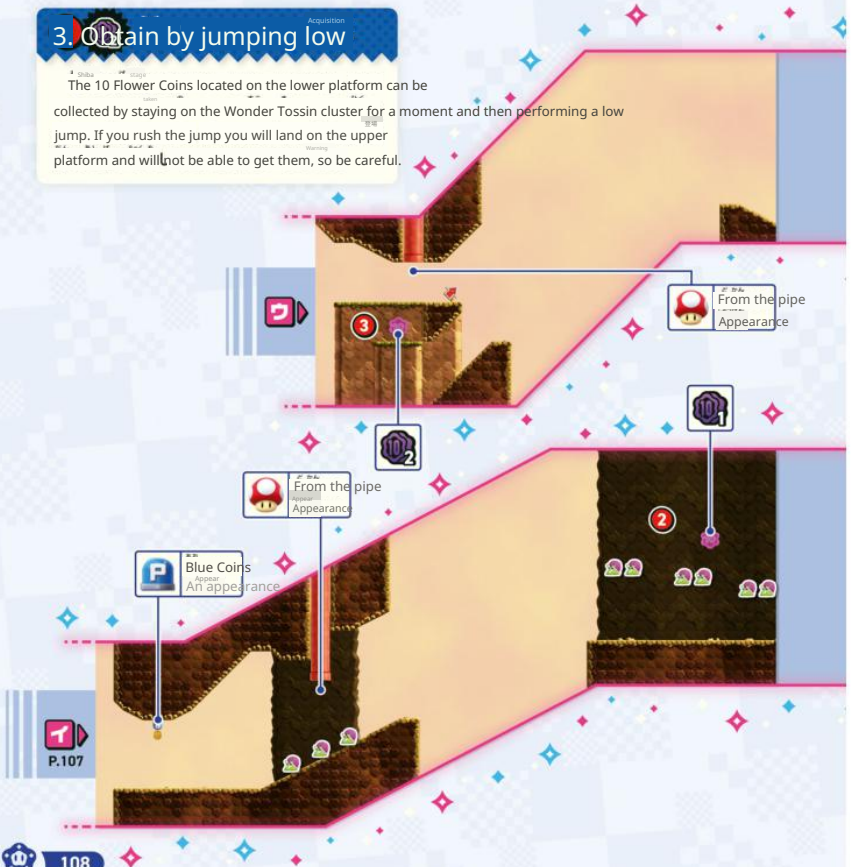
At locations with a ledge, drop down from the Wonder Tossin cluster and proceed to the upper tier. If you dash forward, you can pick up the red POW block as is, and if timed correctly you can break the Peanut Boxes nuts boxes all at once.

Timing for kicking the red POW block, and

If your jump is delayed on the upcoming, you may be left behind, so be careful.

3. Obtain by jumping low

The 10 Flower Coins located on the lower platform can be collected by staying on the Wonder Tossin cluster for a moment and then performing a low jump. If you rush the jump you will land on the upper platform and will not be able to get them, so be careful.



Both coins
An appearance

P.110

Blue Coins
An appearance

20 Stomp 20 snails and jump

The 10 Flower Coins located high in the air cannot be reached by a normal . Stomp a Snail to jump higher and collect them.

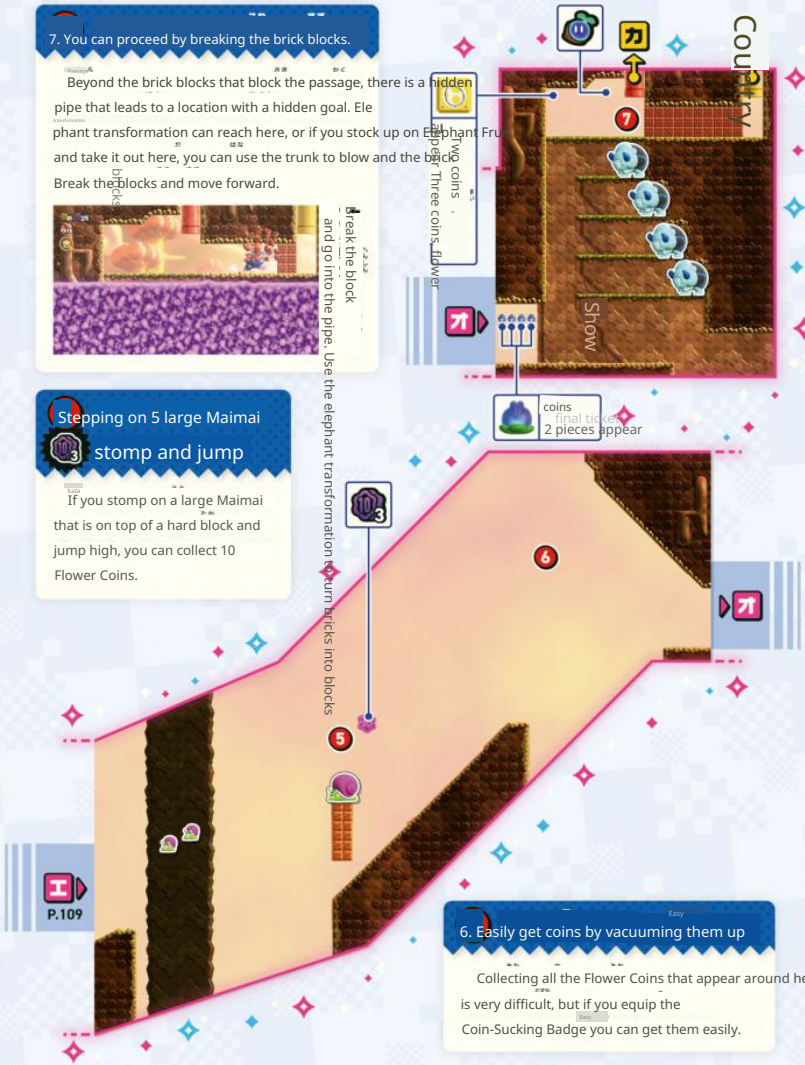
While moving to the right, jump and stomp the Snail to stomp it.

7. You can proceed by breaking the brick blocks.

Beyond the brick blocks that block the passage, there is a hidden pipe that leads to a location with a hidden goal. Ele
phant transformation can reach here, or if you stock up on Elephant Fru
and take it out here, you can use the trunk to blow and the bri
Break the blocks and move forward.

Stepping on 5 large Maimai
stomp and jump

If you stomp on a large Maimai that is on top of a hard block and jump high, you can collect 10 Flower Coins.



6. Easily get coins by vacuuming them up

Collecting all the Flower Coins that appear around here is very difficult, but if you equip the Coin-Sucking Badge you can get them easily.

8 Perform an aerial spin after a dash jump

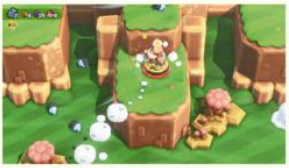
The platform is narrow and low, so a dash jump alone won't be enough to aim for the top of the goal. It's a little difficult. The platform after defeating the small Deka Maki Climb up, and if you perform a dash jump, gain additional altitude. Use it to increase your flight distance.

Let's jump there.
Use the edges of platforms whenever possible.

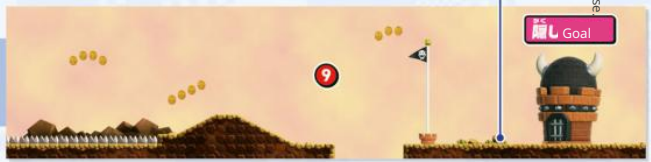
9 Ride on Toshin and jump while moving

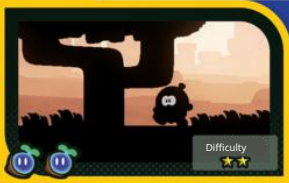
There are Spike Blocks on the ground beyond the pipe, so you need to ride on Toshin's back to advance. Toshin jumps on the slope beyond the spike block, so perform a dash jump just before the goal ball, you can grab the top of the goal.

Tossin begins to fall.
dash jump just before it.



If you clear the hidden goal
You will be able to proceed to a new course.





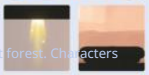
Appearance: Hidden condition for "Ride and Dash Ferocious Charge"
Condition: Clear the goal

of the Biyon Group

Twilight Forest

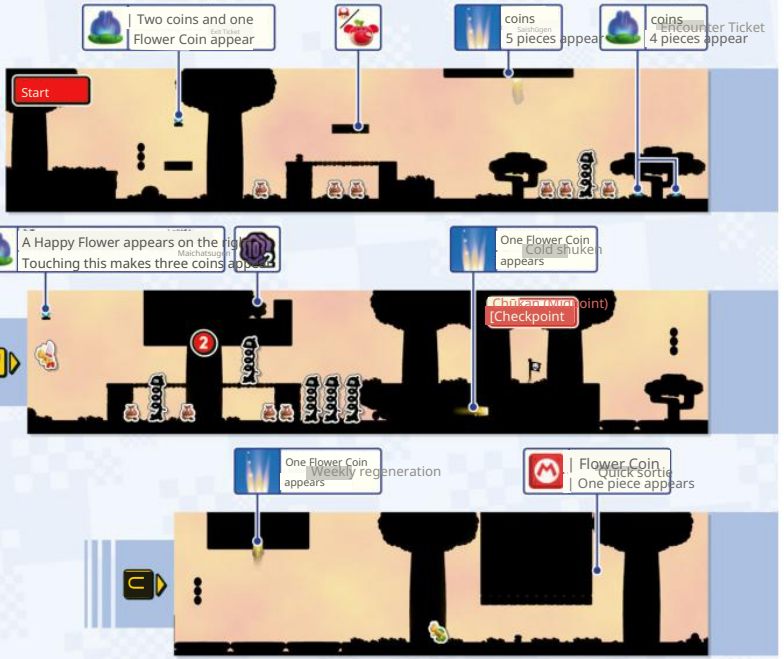
Friend Race | Hidden Goal —

Notable Mechanisms



Be careful of acid

A course that progresses through the sunset forest. Characters coins, blocks, and platforms cast shadows becomes like a silhouette, turning into something akin to a shadow play.



※This is not the official name.

1 Obtained by breaking a brick block

The wall to the left of where the 10 Flower Coins are located is made of brick blocks; break it and go right to collect the 10 Flower Coins. While transformed into the Elephant, wag your trunk, or turn a Red Paragoomba into a shell to break the brick blocks.

2 Wall kick to the upper platform

All the trees and platforms are shadowed, but there are gaps between the platforms and you can pass through the tree sections. Jump under the tree and wall-kick on either the left or right platform to reach the platform and collect the 10 Flower Coins.

Use a wall kick to reach a high platform. Get the n. Climb up to collect 10 Flower Coins

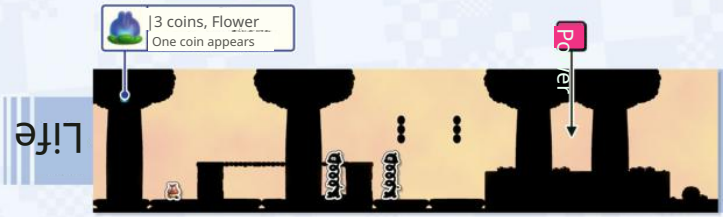
Coins are 5 pieces appear

Tsuruga Appearance

Defeat Piyon Appears when defeated

P.115

P.114



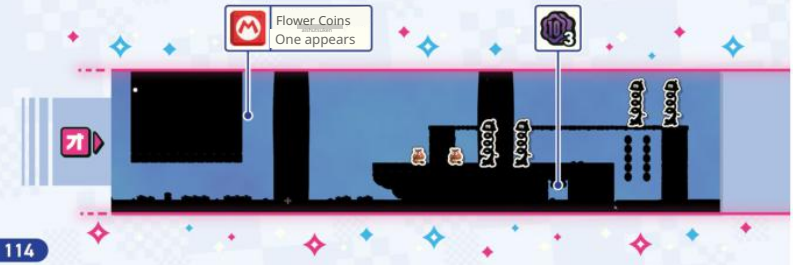
3. The bodies of the player and Goombas stretch with a boing!

During Wonder, the bodies of the player and Goombas alternately stretch vertically. This not only makes them easier to collide with enemies but also makes it easier to hit by turn when you miss it slightly, but when Wonder ends If a well (vertical shaft) is low, you must crouch once before you can jump in.

transformation state
The transformation state is temporarily canceled and becomes the S
transformation state
You can return to the original transformed state.

↑7 blocks high in Super state, 5 blocks high in Tiny state in height. Background trees are also growing taller.

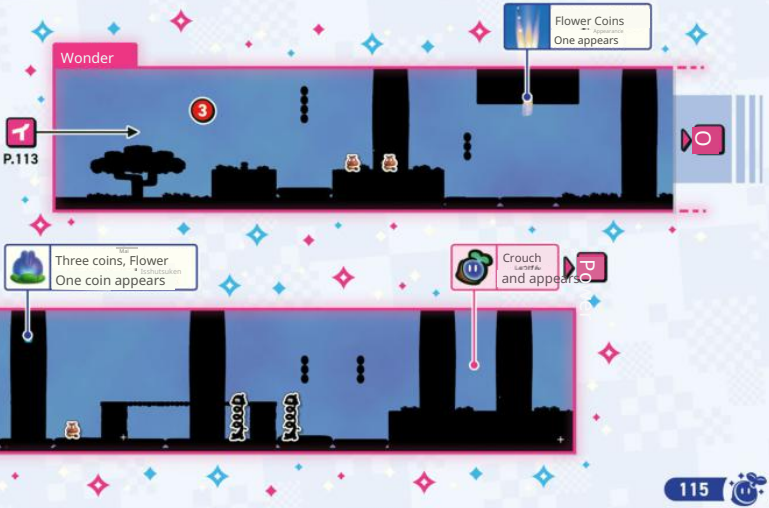
↑ Crouching reduces height to 1 block. Additionally, the background t become lower, and tiny Flower Coins appear.

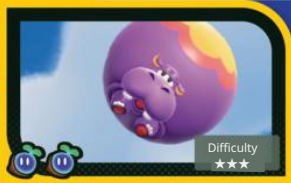


4 After performing a dash jump, use the Biyon (press Biyon)

Because there is no high platform immediately before the goal ball?
Grab the top of the goal
Step on Biyon to make a circle
Need to jump high
There is. Dash from atop the tree
After jumping, stomp on the ヨン.

Near the front
Dash from the tree in front, stomp on the stretched-out Biyon to make a high jump
Jump aiming for the top of ン.
and you can grab onto the top of the goal.





Difficulty ★★★

Appears when "Clear The Twilight Forest of Biyon Jungle" is cleared
Condition: Clear "Rest" (Rest)

Koron Porin Travels

Friend Race

Hidden Goal —

Notable Mechanisms

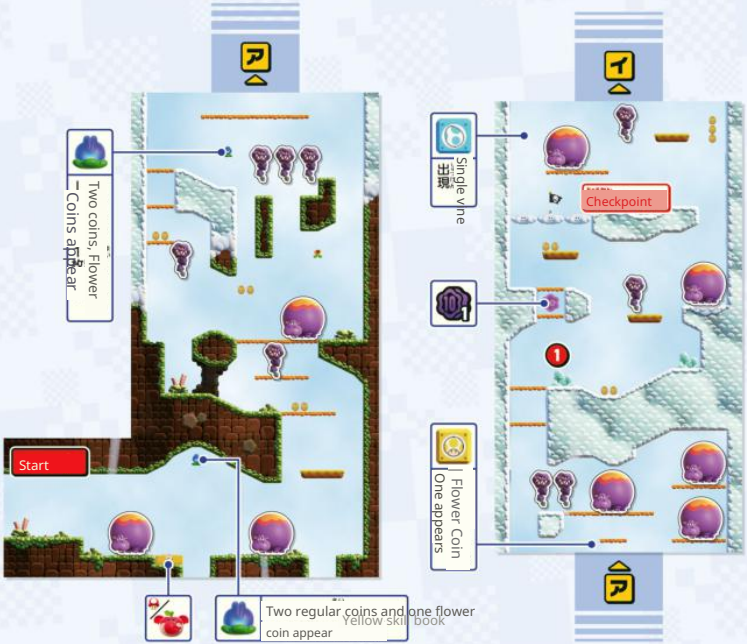
Lift | Spiky Block

Be careful of acid

Koron Porin | Mokumokumo | Wonder Springboard

A course where you jump high on the Wonder Springboard and progress upward.

Could you actually arrive in outer space!?



Yellow skill book

③ Send two Koronborin into the gap

In this area, on top of the ? Block there is two Koronporin can be rolled to the right into the gap and, if fitted in, you can obtain the 10 Flower Coin located high up in the air.

? Block from below
Hit it and roll it to the right.

1. Stomp the Koronporin to jump

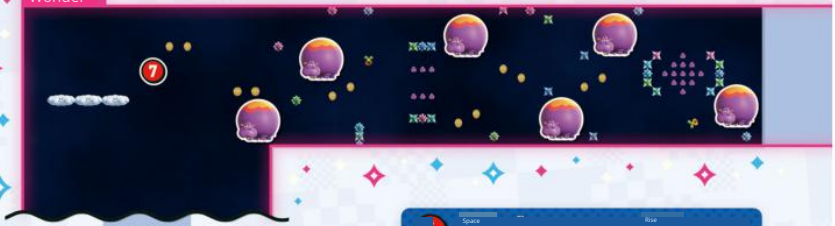
Roll the Koronporin that is above and drop it down; then, under the 10 Flower Coin, stomp the Koronporin to jump high.

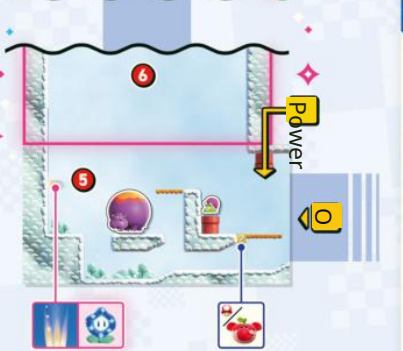
②2 Jump by stomping the Mokumokumo

When the Mokumokumo comes to the left, from the left p
or dash to the right while jumping. If you stomp the Mokumokumo and then immediately jump toward the right, you can get 10 Flower C

You can stomp the Mokum
— time your jump well.

Wonder





⑥ Rapidly ascend toward the sky

After touching the Wonder Flower, if you jump using the Koronporin placed in the gap, you will head up into the sk
It keeps rising steadily. Along the way, there are coins
If it's there and you can get it, go ahead and take it. Leave it as is.
Keep rising, and eventually arrive in space!

Coins spread out horizontally
Because of that, you cannot collect them all.

Checkpoint
Appears after the Wonder ends and three coins appear
5
If you hit the glowing pillar
a Wonder Flower
A Wonder is in the glowing pillar on the wall
A Flower is hidden. Sou
Shake your nose by transforming, or the shell of a MalMal
If you kick and hit the shell, a glowing pillar
will produce a Wonder Flower.
P.117
4
8
Goal

Around Wonder Koronporin
There are 12 Tiny Flower Coins

7. Float gently through outer space

During Wonder, the screen automatically scrolls to the right, and the pla
The ear moves as if floating softly in midair.
If you do nothing, you will slowly fall, but pressing the jump button will
rise slightly. There are spike blocks here and
there, so be careful not to collide with them as
you proceed.

The movement has quirks, so controlling it well is difficult. Be careful, as colliding with a Colomporin will launch you a long way.

4 Jump high and then wall kick

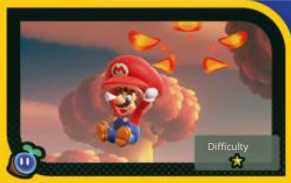
There is a goal ball on the right, but if you reach the goal immediately you will miss touching the Wonder Flower, so be careful. If you jump high on the Colomporin and stick to the left wall, you can wall-kick to higher platforms and proceed onward.

Place a Koronporin in the gap, fit it in and perform a wall kick.

8 While reading toward the rock: Koronporin Shampoo

This is a dash jump. After stepping on the Koronporin placed in the gap, if you jump higher you can grab the top of the goal.

While dashing to the right, jump onto the Koronporin and then jur



Badge Challenge

Level

Hat Parachute Lv.1

Difficulty

Friend Race

Hidden Goal

Break the rocks blocking the appearing path to open the route.
Condition: Let it pass

Notable Mechanisms

Lift

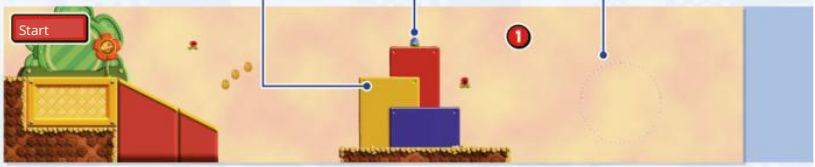
Be cautious of

A course that progresses using the Hat Parachute badge effectively

There are many wide pits
Be careful not to fall.

On the right there is a lift, a 10-flower coin, and five regular coins appear

appearance sources



3 While dashing, jump off the lift

Diagonally along the rail

Ride the lift that moves

At the top, perform a dash ju

After jumping, open the hat para

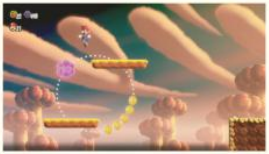
shute.

← If you collect the 10-flower coin, you will be carried straight to the very top

10 Appears when you touch the Happy Flower

If you touch the Happy Flower located on the platform, Ten Flower Coins appear together with a lift at the wide hole. A lift appears causes Flower Coins to appear. The lift moves along a circular rail moving clockwise along it, and the ten Flower Coins also move along the rail.

Be careful not to fall when collecting them.



Safety
All left Ri
On the side of Fu
Ge ka to
They Tsura ga
To lower and upper

② Jump from the upper lift to get them

If you touch the Happy Flower located on the platform, A lift appears at the wide hole on the right side. The lift up and down

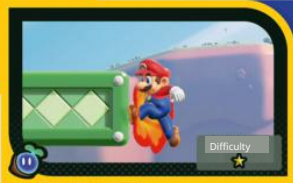
Three are positioned vertically and each moves left and right along When you get the upper lift moves all the way to the right, 10 flowers

Dash-jump toward the coin.

The lift moves all the way to the right
When you stop.
jump. Start dashing from just before it,

On the right, a lift and coins appear — three coins

Lift on the right side appears



Difficulty

Badge Challenge

Level

Wall-climb Jump Lv.1

Friend Race

Hidden Goal

Appear "Hill-to-Hill Hana-chan Race"

Clear the conditions

Notable Mechanisms

Moving platforms

Be cautious of

カベ Course that progresses using the Climbing Jump ability

to be mastered

places, climb

Climb up to higher places.

1 Climb onto the high platform

3 Jump to the left wall

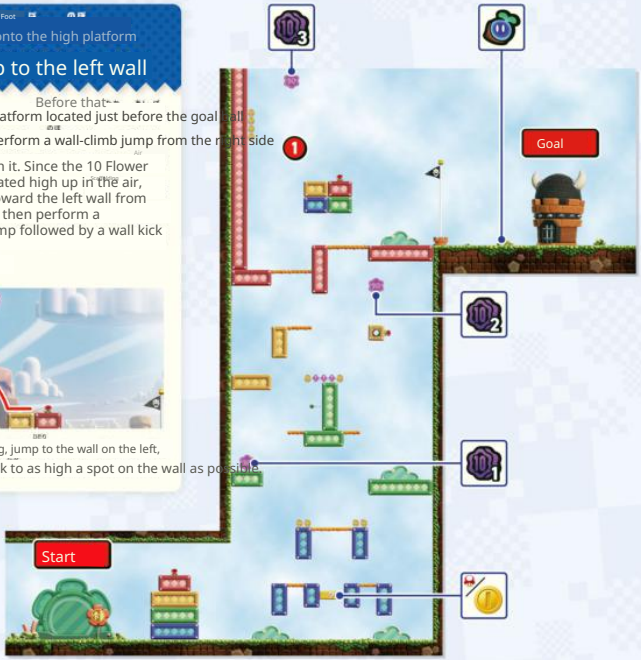
Before that

The high platform located just before the goal wall

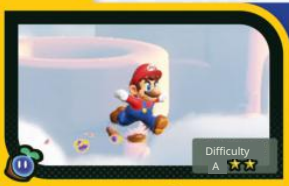
To reach it, perform a wall-climb jump from the right side

You can reach it. Since the 10 Flower Coins are located high up in the air, dash-jump toward the left wall from the platform, then perform a wall-climb jump followed by a wall kick to get them.

⬆ While dashing, jump to the wall on the left, and try to stick to as high a spot on the wall as possible



*This is not the official name



Appearance: Clear "Koronporin Soaring Through the Air"
Condition A

Human Badge Challenge

Level

Jet Run Lv.1

Friend Race

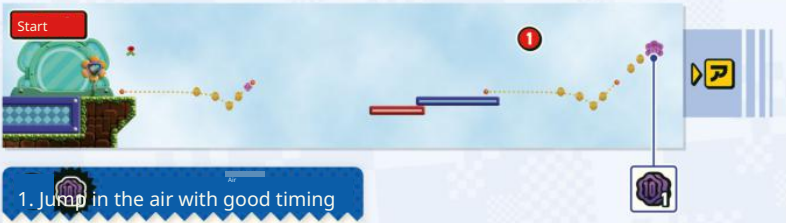
Hidden Goal

Notable Mechanisms

Enemies to Watch Out For

Abilities

This is a course where you progress using the Jet Run badge ability. The key point is to learn the distance you can run while airborne.



1. Jump in the air with good timing

While following the guideline, collect coins in midair

If you jump in midair, collect 10 Flower Coins ②

They can pick them up.

Flapping its legs

You can jump during the gap

Remember this.

Keep running and you can obtain it

There is a wide gap between the nearer platforms, but you can pass through it with a Jet Run dash. Keep running; once you collect the 10 Flower Coins, immediately jump to the platform on the right.

A Super Mushroom and 3 coins appear

Weekly regeneration

3 Leap out from the slope and jump

Sagami Road

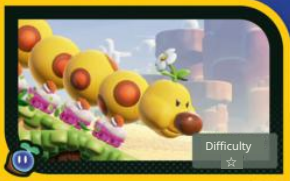
After jumping out, (he/she/they) walk(s) toward the rock. Keep running for a short while. After progressing a certain distance, if you jump in midair you can collect a 10-flower coin located high up.

The timing to jump in midair is important. Timing is important.

4 Jump when you collect the coin

Jump out from the slope just before the goal ball, and after taking the coin on the right, immediately jump again in midair to grab the top of the goal. Even if you fail, you can retreat and try again as long as you haven't

It's easier to aim for, so use the coin as a landmark.



Yama Ko

6 Over the mountain, over the mountain

Hana-chan Race

Friend Race

Hidden Goal —

Appear W1 Wonder Seeds: 10 or more

Possession

Who can reach the goal first?

Face off against Hanachan! If you win, you will receive Wan der Seed.

Notable Mechanisms

Enemies to Watch Out For

P.126

1. If you aim for a record, the Jetton Badge is recommended

Since this is the first race, beat Hanachan

It may be easy if you just want to clear it, but if you aim to break the record, try attaching the Jet Run badge and taking on the challenge.

It is difficult until you get used to the controls, but if you keep running without stopping, you can greatly reduce your time.

First, try to reach the goal without stopping even once. Try to see wh Which parts of the course to proce It may also be important.

Wooden Xylophone
Hana-chan at the xylophone block location in front
Appears when you are behind
Appears when you are greatly behind Hana-
エ

2. Proceed over the tree and across the dark area

Under the high platform there is a large peanut box, and if you don't break it, you will be held up and lose time.

If you proceed over the tree right in front of it, you can smoothly pass over the high platform.

↑ The lower route has many enemies and obstacles, so it is recommended to take the upper route. Hana-chan also gets held up here and will fall back once, allowing you to gain an advantage.

If you fall far behind Hana-chan, this will appear

Wooden Xylophone

Appears when you are trailing behind Hana-chan at the xylophone block location

Three coins and two Flower Coins appear

P.128

3. Proceed along the dash rail while collecting coins

In the dash-rail area while collecting coins Advance and drop down to the middle platform, then jump up to the upper platform. The platform ahead must be jumped over, clearing it with a jump, and land on the dash rail to the right

After collecting the coin and dropping to the middle level, quickly jump onto a route where you can stay on the dash rail as long as possible, then jump up to the upper level. The key point is to proceed alon

Wooden Xylophone
Hana-chan at the xylophone block location in front
Appears when you are behind

4 From the lower dash rail toward the area before the goal

There is a long dash rail on that route, so ride it and move forward. When the dash rail is interrupted, jump.

After bumping and going down the slope

If you ride the dash rail located under the dash just before the goal, jump onto the dash rail by going down slopes or over enem

Let's ride the rail.

You can proceed in a straight line without being obstructed by enemies.

If you do so, you can reach the goal as is.

Appears: Hold 14 or more Wonder Seeds 上所 of W1

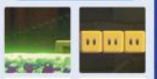
A creepy castle course where Bowser Jr. awaits. Defeat Bowser Jr. and reclaim the Grand Seed!

heigen Of Dokanrock Plain Palace

Friend Race

Hidden Goal —

Notable Mechanisms



Enemies to Watch Out For

This is not the official name.

Combined
P.129

One after another

① Soil keeps falling one after another and the terrain changes!

During Wonder, pipes located here and there fall down, and the terrain keeps changing rapidly. The route you take is slightly different from usual, so check the map before proceeding. Also, some enemies will be hit by pipes falling from above and be defeated automatically.

Be careful of falling pipes as you move forward. Passageway was blocked by a pipe. There are also places where you proceed along a ro

② Appears when you touch a Happy Flower

Appearance timing

If you jump to the right before the pipe falls down, you can get on it and climb onto its top. Continue to the right and touch the Happy Flower to collect 10 Flower Coins. If the pipe falls and is gone, you can still stomp the Karon below and perform a high jump to reach the Happy Flower.

Pipe

If you ride the pipe suspended in the air, the pipe will fall downward. If you quickly move and proceed upward.

3 Use Soul transformation to hide inside a block and dash

The brick blocks to the left and right of the 10 Flower Coins can be broken by using the Elephant transformation and striking them with the trunk. Dash forward immediately to collect them.

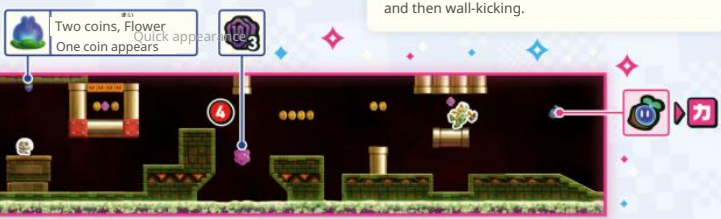
Two-block gap

Even through a gap of that size, with the Elephant transformation you

4. Ride the falling characters to get it

Soil falls from above, so ride on it.

Collect 10 Flower Coins, then immediately jump to the right platfo Jump. The pipe only falls once, but you can get it by wall-sliding o and then wall-kicking.



⑤ vs Bowser Jr.

Stomp on it after avoiding the shell rush

Bowser Jr. curls into his shell and charges, then emerges from the shell to jump and breathe fire, so attack him from above at that time.

The shell dash can be knocked back by blowing the nose. Damage to

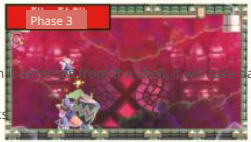
When given, the Wonder Power affects the player and Bowser

Experience a surprising battle where Jr.'s size changes!

●While charging with the shell it moves left and right and can also jump.

●Bowser Jr. becomes small and the player becomes larger, making attacks stronger. This

●If you stomp on it from above when and be hurt. Dodge the attacks and aim carefully.



●Bowser Jr. becomes and the player becomes small. You can defeat him by s

Defeat and advance!

Pipe Lock Colosseum

Friend Race | 10 Flower Coins | 180秒/120秒/70秒

Previous Next
Clear the conditions

While quickly defeating three types of enemies
Proceed through the course. Aim to clear
it within 70 seconds.

Notable Mechanisms

Peanut Box

Hip Tree

Enemies to Watch Out For

Goomba

Ranran Bakkun

Tossin

appears from the pipe

appears from the pipe

1 Fire Flower recommended

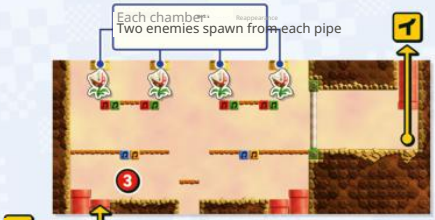
With fireballs, you can quickly defeat enemies that are farther away without having to approach them, so it is recommended to get a Fire Flower and proceed.

2 Defeat 15 Goombas

There are many Goombas; memorize where they appear.
If you place it, you can defeat them quickly. Defeat the nine enem
and then defeat the six enemies on the right side of the area, and
you can proceed to the next area. Here, aim to advance within 20
Try playing with the goal of moving forward.

The key is to lure them. From far away with the fi

P.134



③3 Defeat 8 Ranran Piranhas

Ranran Piranhas emerge from the pipes located above.

If you fall all the way to the bottom, you enter the pipe to warp and can [illegible] again.

They appear from the pipe above. Try to defeat them around the middle [illegible] as possible.

Note: within the arena

The key point is that they are present. Here, aim to advance to the next area within 45 seconds.

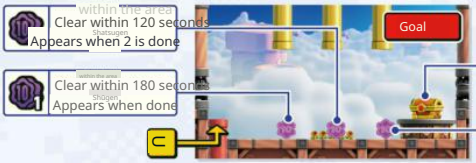
★Hit the xylophone block. You can also defeat it.

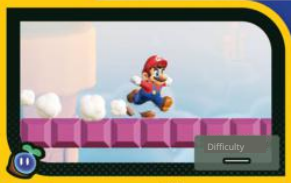
4 Defeat 5 Tosshin enemies.

If you defeat the five Tosshin in this area, the battle is complete. You do not need to defeat them by attacking; you can [illegible]

The middle level is reached by the center of the area is a hip tree; performing a hip drop will make you rise. Quickly defeat enemies and aim to clear within 70 seconds.

Large Hole
Charge toward the direction where the hole is. Let's ram it in.





Take a breather

A Short Break

Dash and Go!

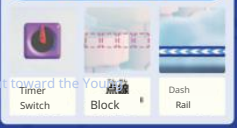
Friend Race

Hidden Goal

Appear: "Badge House of Dokanrock Plains"

Visit the "Conditions"

Notable Mechanisms



Be careful of

A short course that can be easily cleared.

When you press the timer switch, dash straight toward the Young

without stopping!

1. As soon as you hit the timer switch, immediately dash to the Young

Press the timer switch

When activated, the dotted line flashes for approximately 10 seconds

The rock materialized, and thi

Can pass over the top. Along the way there are

Since there are no enemies or obstacles,

Dash to the right

If you continue, Wonder Sea dash to the right without stopping! This is it. Even if you don't make it in time, you can proceed to the place below where the dash is. You can easily obtain the Wonder Seed there. You can restart from the star

※ This is not the official name.

Take a breather

A Short Break

"Music Room

Wonder Piece Music Room

Friend Race

Hidden Goal —

Notable Mechanisms

Be cautious of

Appearance Conditions: Clear "Rolling Koronporin"

on the screen

Only one screen that can be cleared easily

Staff (musical staff)

course. Appears on the musical staff

Collect the Wonder Pieces.

Block

1. Enjoy the tones while collecting the Wonder Pieces in order.

Wonder Pieces appear one at a time in sequence, so this applies. By the way, the music played in this course is the bonus stage theme from the Super Famicom version of "Super Mario World".

Wooden Xylophone
Jump high on the xylophone blocks to get them.

When you collect 5 Wonder Pieces, a Wonder Seed will appear.

Hanabi (fireworks)

⬆ When you collect the 1st, 3rd, and 4th Wonder Pieces, fireworks are set off. If you gather all the Wonder Pieces, carp are launched to music and coins and Flower Coins appear. Wonder Seeds also appear.

Take a breather

A little break

Fly away, Koronporin

Friend Race

Hidden Goal

In progress

Appearance: "Watch out for jumping out! Roller skate"

Condition: Clear "Tonokonoko"

Notable Mechanisms

Pane Block

Notice

Koron Porin

1 It is a simple course consisting only of the screen on the screen.

Koronbo in the hole in the rock

Just fit the ring and it'll be fine.

Insert Koronporin into the hole

will appear when placed into

1. Hit the panel block with good timing to send Koronporin into the hole

When Koronporin is on top, hitting the spring block from below makes Koronporin bounce high. Quickly hit the panel blocks rapidly in succession to the left and right to place it in the lower-tier hole, and you can fit Koronporin into the upper-tier hole, and you can fit Koronporin into the upper-tier layer, and get it.

Just kidding

Renzoku (consecutive)

A Wonder Seed appears here. The Colompolin fitted into the hole

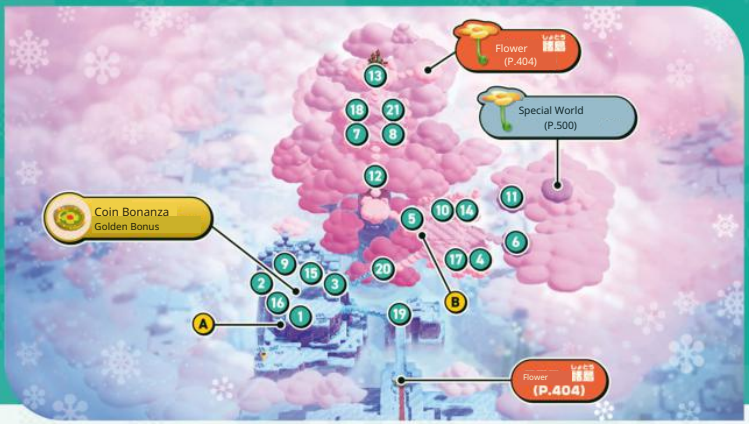
If you successfully (young?) while the Colompolin is rolling to the right, the Colompolin will fall down into the hole, and a Wo

While moving, hit the panel blocks left and right. A Wonder Seed and coins will appear.

A Wonder Seed and coins will appear.

※ This is not the official name.

W2 Moku Moku Highlands



cloud mountain sanchō

Climb the Cloud Mountain and head to the palace at the summit!

Mockmoc Mountain is covered entirely with ice and snow and each course features slippery floors, ice boulders, falling snow blocks, and the environment is cold

The course is unique to the area. Gra

The route to the palace with the Land Seed is almost complete On the main path, the destination lies beyond climbing three areas.

1. Slippery Zundoko Valley P.140
② Hebimushi Snow Mountain Trail P.145
③ Merikondoru Will Fly In P.149
④ Stretch! Ball Ball Ball P.153
5. Up & Down Fluffy Lift P.158
6. Let's! Challenge! Jumping! P.162
1. Journey on the Countdown Lift P.165
⑧ Connecting Lift by Saving and Adding P.169
⑨ Badge Challenge: Climb Jump Lv.2 P.172
⑩ Badge Challenge: Soft Jump Lv.1 P.174
① Master Badge Challenge Panel Lv.1 P.176
12 Mokkumokku Highland Air Battleship P.178

13 Mokkumokku Alpine Palace Fuukin P.182
14 Knock Them Down and Move On! Mokkumoki Page
15 Everyone's Plaza: Secrets of the Mysterious Pla Page
16 A Short Break: Zundoko's Thousand Shots Page
17 A Short Break: Pole Blocks in the Clouds P.190
18 A Short Breather: Spin! Dash Rail P.191
19 The Hut at the Foot of Mount Mokk Mokk P.141
20 Jack-of-all-trades (4th Station) P.141
21 Jack-of-all-trades (Summit) P.141

Mokkumokku Highland's

×1

Information on the Mountain Hut at the Foo

According to Poplin, everyone's resting mountain has been taken over by villains, so they want you to make it possible to climb the mountain. This You can obtain a Wonder Seed at the mountain hut.

Let's take back the Seed. The destination is the mo

Handyman Information (4th Station)

×1

Clear the obstacle "The Merikondor Flies Over" that is blocking the route, and proceed to the second area. There is a general store in a passage along the way. Here you can purchase Wonder Seeds.

Basic Items for

Wonder Seed	100	1UP Mushroom Set	20
1UP Mushroom	5	Panel Lottery	10

Handyman Information (Summit) 3:1

After clearing "Mokku Mokku Highlands' Flying Battleship" There is a general store in the third area you can access afterward ...in addition to Wonder Seeds, revival items are available here. Badges for the jump can also be purchased.

Basic items for sale

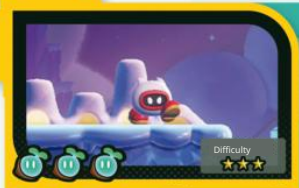
Recovery Jump	100	1UP Mushroom Set	20
Wonder Seed	100	Panel Lottery	10
1UP Mushroom	5		

Route Opening Information

You need a Wonder Seed to go to the second area 4 of them; to reach the third area you need 9; beyond that, the "Mokumoku Highland Palace"... You need to collect 14 to unlock it. The branching route is located beyond the point you clear the second area, "Let's! Challenge! Jumping!".

1 If you follow the branching route, you can reach the Special World after clearing the "Master Badge Challenge Panel Lv.

① Hidden Coin Information ①



Engraving

Appears "Mokumoku Highland foothill mountain"

Condition: Visit the Hut

Answer of Ice Slick Zundoko

Friend Race

Hidden Goal

Notable Mechanisms

Ice Block

Pulling Thread

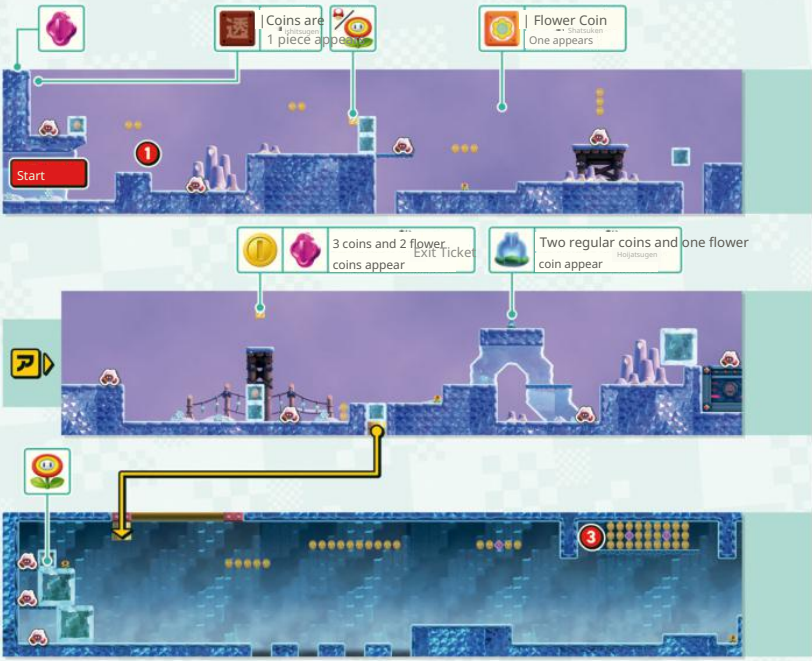
Enemies to Watch Out For

Zundoko

Red Koopa Troopa

The floor on one side is slippery, stopping the cas

A visually challenging course. Progress by making use of the placed ice blocks.



※This is not the official name.

1. Jump over the ice chunks that Zundoko kicks by jumping.

If you are hit by an ice piece kicked by Zundoko, you will be slid under the ice.
Avoid being pinned against walls and taking damage.
Jump to dodge so you don't take damage.

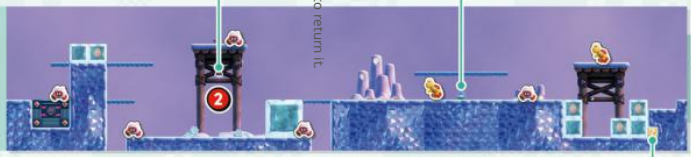
...so either stomp from above or bounce it back with what to return it.
hit it with an Iron Ball.

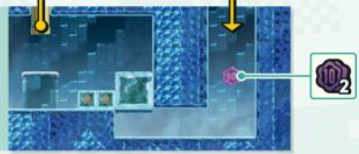
2. Defeat Zundoko first, then

1 Pull the tethering thread

The Zundoko here are kicking a large ice block—the ice block chokko (chokko)
It's safe if you defeat it immediately after kicking it.
Then dodge the ice chunk that the second one throws and defeat

To defeat Zundoko while riding, place Zundoko on top of the ice chunk and from there time your attack carefully.





3. Use the ice chunk as a platform to obtain coins

Keep riding on the middle of the three ice blocks, then toss
When you reach the point, ride on the topmost ice block and Ji
Jump and cross to the ledge near the ceiling.

4 Keep riding the ice floe across

Chūkan (Midpoint)

The Zundoko located just past the checkpoint must be defeated.
Leave it there. Keep riding the sliding ice block,
Just before falling into the hole, jump to reach the foothold.

There are
obstacles along
the way so jump over them,
and land skillfully on the ice block
Let's land.

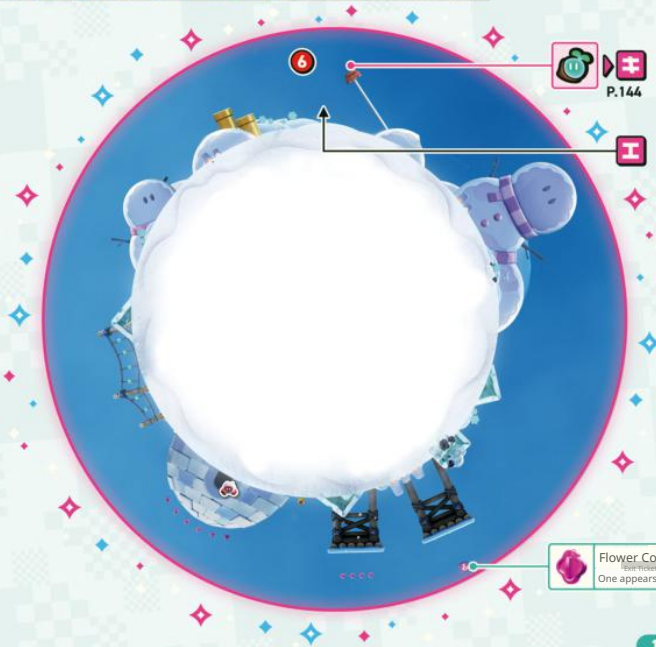
5 Use ice to reach the goal

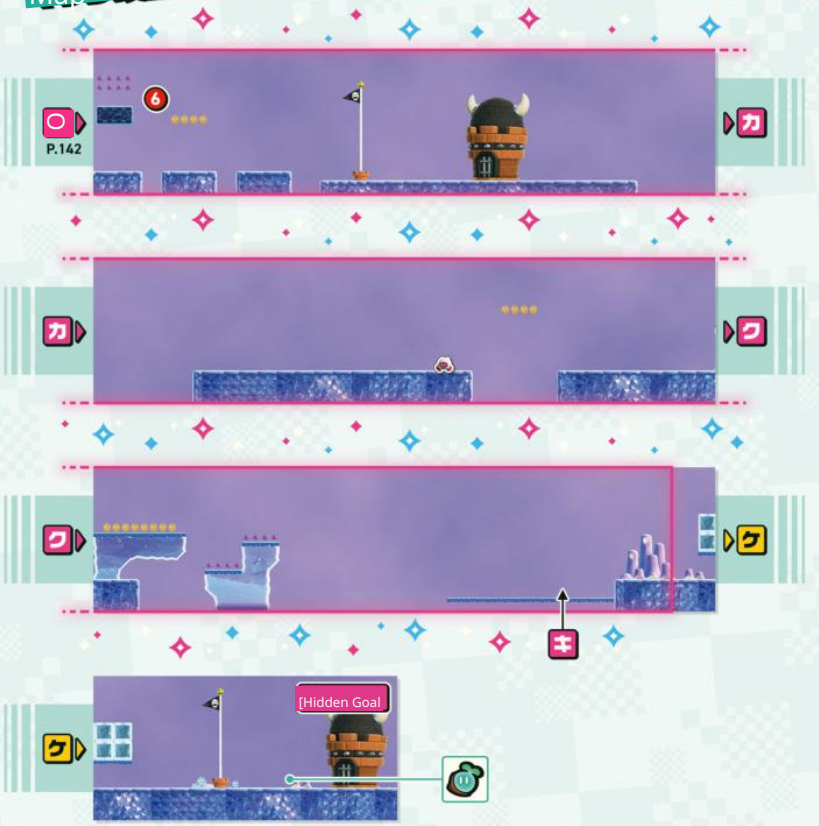
If you touch a nearby Happy Flower, the floor turns into ice block
The ice block changes, and Zundoko will kick that
ice block for you. Keep riding it and then jump onto the goal ball.

Obstacles along the way can b
avoided by crouching
and sliding
. Ice blocks, once broken,
do not respawn, so
Decide it in one try.

Flower Coins
One appears
Flower Coin
An early appearance
of 1 piece
Goal

times


6
P.144
Flower Coins
One appears



Central Area

6. While jumping over hazards, try to stay near the center of the snowball.

In progress Snowball Appearance

During Wonder mode, a giant snowball appears and keeps rolling.

Snowball

The recent mistake only results in being pinned between a snowball and the floor,

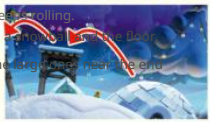
chūō kin itsudzushūban ō

so staying around the center area is the key. Especially the large ones near the end

of snowmen are quite tall, so use the passing

Scaffolding

platforms to jump over them.



From the top of the igloo, climb up to the tower then jump to the next tower and you can to strike it.

to the Snowy Mountain Trail of the Snake Beetle"

Friend Race

Hidden Goal

Conditions: chappan "Mokkumokku Mountain Foothill Course"

Condition: Visit the Hut

Notable Mechanisms

Block

Be cautious of

Goomba

Hebimushi Hohou

Snow blocks that can be broken even in tiny form are piled up on the course. Clear the blocked paths.

P.146

1. Proceed while using the Hebimushi

The Snake Worm moves along rails. Pro

They break weak and hard blocks, so at locations where they appear, waiting for a short time will make it easier to be

● The snake-worm is yellow Stepping on its yellow parts defeats it. When transformed into an elephant, a swing attack is effective on any part.

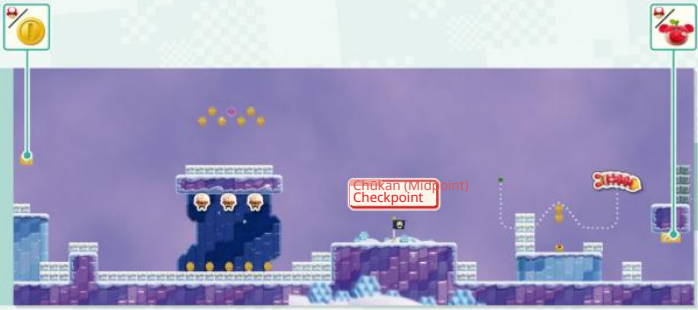
② Obtain the 1-UP Mushroom at the shrine

The Happy Flower above the start position

When you return during Wonder, the accumulated snow blocks can be used as a platform to touch/interact with.

● If you have badges like "Soft Jump", you can jump from a nearby snow block and reach

Flower Coins
Mine spawn
1 piece appears
6 Coins
-1 coin appears
Flower
cold shirt ticket
3
Clear
P.145
Hoho flies to the Flower Kingdom
Carries three 2-inch pieces
P.148
I
Flower Coins
One appears
II
4
Goal



times

③ Jump on Hoho to reach the high platform

High platform

A Happy Flower is hidden inside the snow block on the high platform.

Approach Hoho to make it take off, and T
Step on it as it rises to climb up to the high platform.

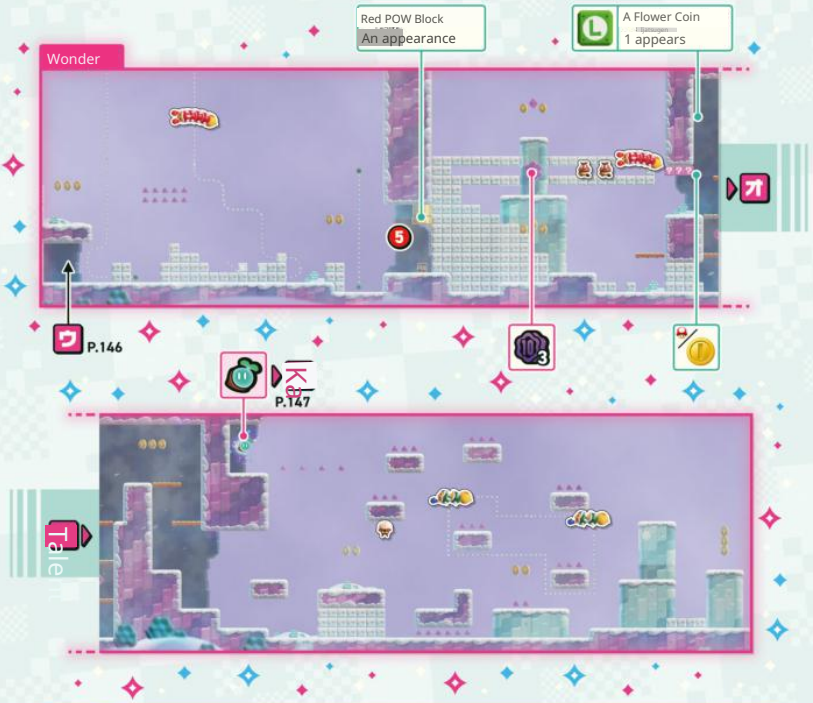
◆ When Houhou flies return to the high platform, and time your stomp on Houhou to jump.

4 The snake-like bug will damage the platform blocks

Reach the goal before they are destroyed

Snake-like bugs appear before the goal, and after a short while they will break the hard platform blocks. Before that jump onto the goal ball.

◆ With a running start, if you jump you can easily reach so aim the peak
Jump quickly.



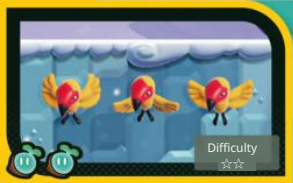
5 積もる雪 Head toward the Wonder Seed while breaking blocks

The Wonder Flower can be touched if a Snake Wiggler breaks the hard blocks. During Wonder, break falling snow blocks with a red POW block or similar as you proceed. The Wonder Seed is located in a high place It is recommended to first advance up to just before the goal. While crossing the platforms, return to obtain it.

If you go a little forward from where the Wonder Flower is, a Snake Wiggler will appear. The key is to

Climb up to a high place just Wiggler will appear. The key is to wait a while

By breaking the snow blocks near the destination and repeatedly performing wall kicks, you can clim



Appears: 4 or more Wonder Seeds in W2

Possession

Merikondor

They fly in

Many Merikondors appear

A course of frontal assaults. Proceed while dodging the quick charges.

Friend Race

Hidden Goal —

Notable Mechanisms

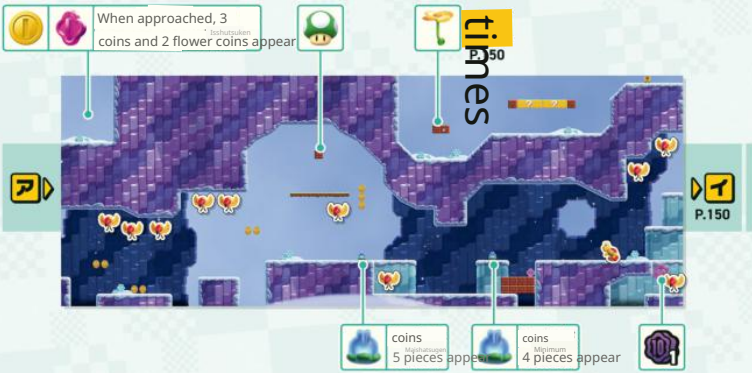
Dash Rail

Shikaku Toran Porin

Enemies to Watch Out Fo

Meri Condor

Maimai



① Go with the flow and jump

If you jump in accordance with the arrangement of the coins, you can move smoothly. Finally, step on a Merikondoru and make a big jump.

Ceiling jump
Fall from the ceiling dash rail, and press the jump button at that moment to do so.

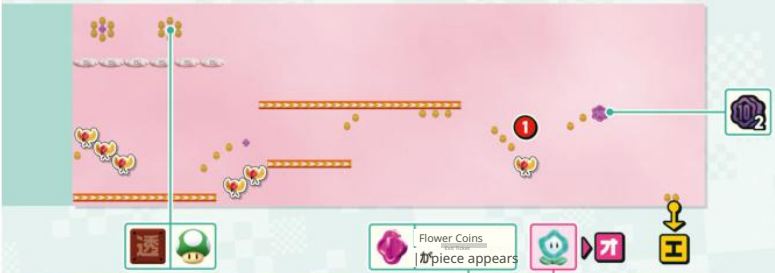
② Step on a Merikondoru to reach the high platform

High platforms cannot be reached by jumping from the ground or by climbing walls. You cannot climb them that way. Step on a Merikondoru flying nearby or use the Wall-Climb Jump badge.

Mericondor
It charges, and when it returns to the area near the right-side foot platform

③ Go under Mericondor's charge to obtain the Wonder Seed.

While in Wonder, the viewpoint shifts to above, and you can jump on the blocks along the course and around the Wonder Seed can be destroyed by fireballs. Mericondor's position and its charge, or a wind sending the Wonder Seed to it from. Observe it and use the square trampoline to block its charge, or avoid standing directly in front of them.


1
2
Flower Coins
が piece appears
オ
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2
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P.152

ワンダー
3
オ
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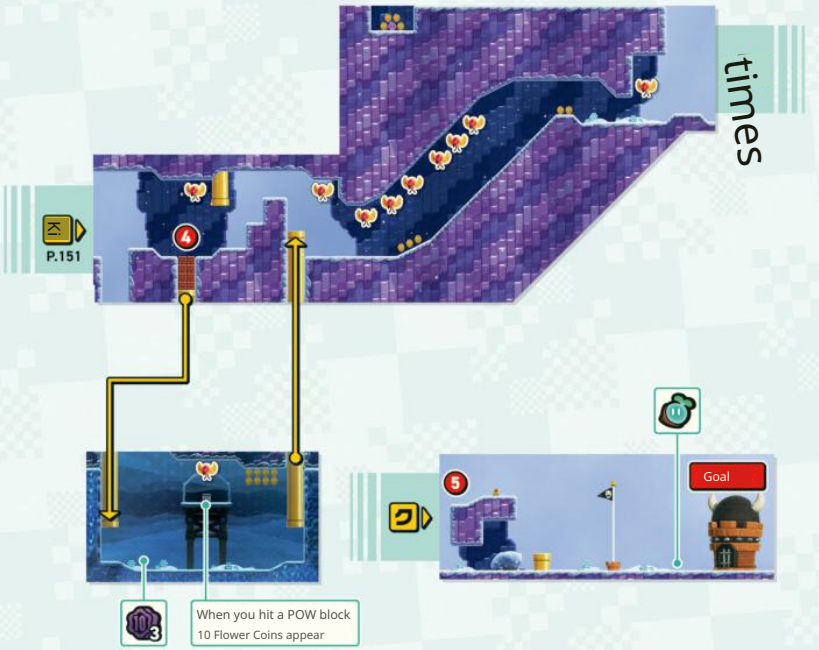


4 From Hidden Space to Underground

When you break the brick block, it is hidden off-screen. You can enter a certain pipe. Inside the pipe, Merikondoru's throw. Lead them to the POW, hit it, and make 10 Flower Coins and regular coins fall to the ground to collect them.

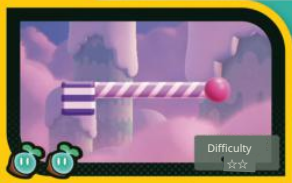
Directly beneath the POW block
If you stand there, Merikondoru will cha

5. Use a wall kick to climb onto the high platform

High platform

The high platform before the goal crushes nearby Merikondor If you jump with Ⓐ or repeatedly perform wall kicks, admiration There is. The coin beyond the returned left-side ceiling is a wall-climb If you have the Jump Badge equipped, be sure to collect it.

From the right wall to the left wa
ll, climb up by wall-kicking.



Appear "Meikondoru flies in"
Clear condition

A course with many pole-blocks from which poles appear. Proceed while creating footholds.

Extend!

Pole Pole Pole

Friend Race

Hidden Goal —

Notable Mechanisms

Pole Block

Enemies to Watch Out For

Red Koopa Troopa

Aka Patapata

1 Extended pole

Use it as a foothold and proceed

When you hit the pole block, the pole will
It stretches and then retracts after a short while,
The key is to quickly cross before the platform disappears. While repeatedly reworking your approach, time your advances carefully.

↑ The vertical ball can be climbed quickly by repeatedly jumping while holding the left stick upwa

⬆ The horizontal ball can hang. A
Use this when obtaining items and in similar situations.

2 Kick the shell into the gap

Obtain a 1-UP Mushroom and coins

At the tip of the ball, many items appear such as invisible blocks and brick blocks that can be hit 10 times. If you kick a shell into the gap, it will keep hitting the ball block so you can safely obtain everything.

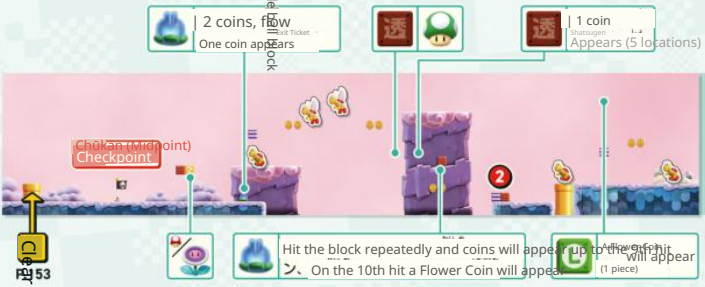
Kick the shell between them. The pipe and the bumpable ball block

3 Extend the ball,

Hang on the ball to collect

The 10 Flower Coin located above the hole can be obtained by kicking or using a Hip Drop to hit the adjacent ball block, and then the ball is extended, hang from it and move to collect it.

Jump while hanging
Doing so helps you return quickly.



④ 7 Hit the high-altitude ball block to reach the pipe in the sky

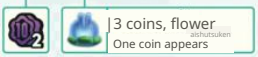
Use a shell to hit the high-altitude ball block, ride the ball and enter the pipe. Use a Cape Kick and you can also enter directly.

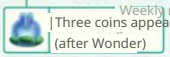
If you kick the shell from directly below, you can hit the ball block. Climb up before pulling back.

5 Kick the shell upward
Hit the ball block

Location
Do not jump on the ball blocks in high places
If you kick a shell directly upwards, you can hit it,
and by climbing this ball you will reach the Wonder Flower.

Located on a high platform
When you hit a ball block with diagonal patterns it spawns a Wonder F



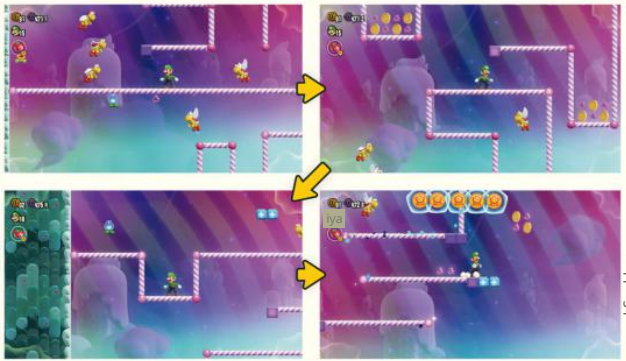


Weekly regeneration

Five Wonder Pieces will appear.
Appears when you collect all Wonder Pieces
P.155
When you collect 5 of them
Wonder
Six Flower Coins appear
A ball block appears and
Four coins Flower
Coins appear
P.155
7
6

⑥ Approach the 6-ball block to open the path ahead

During Wonder, the key is to approach the placed ball blocks and advance while extending the forward pole. There is no time limit and the ball remains extended, so take your time progressing while collecting the many items that appear around you. There is a sequence where W places, climb —you only need to keep climbing upward until then.



➡ Right after entering Wonder, a Happy Flower near the wall Head toward the upper-left direction to spawn a ball when touched.

If you climb straight up, the three you arrive, you'll 6 ball block becomes visible.

Arrive at 2 reach a stopping point. Two ba blocks line up

7 Dodge the red Paratroopas and collect Wonder Pieces

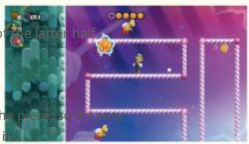
After the Wonder Pieces are scattered, go and gather the all. All Wonder Pieces are located near the pole are present, and you can get two near the first extended pole.

Above are additional ball blocks, and you can obtain three where th extends. The appearing red Paratroopas Act while watching the movement area of the

➡ route with no enemies It's recomm and route. The right-side Wonder Beasts Go around from above It is safe.

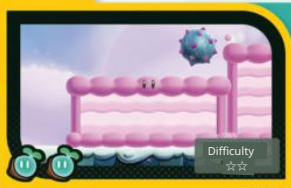
➡ At the second location, when you reach the two line It's finally the final stage. Co 3 items.

➡ the right side o 2 Wonders There are no Red Batabatas near th Can be obtained i



➡ The Wonder Bee course located at the upper left can be reached from below withou

On the fo



Up & Down Fluffy Soft

Friend Race

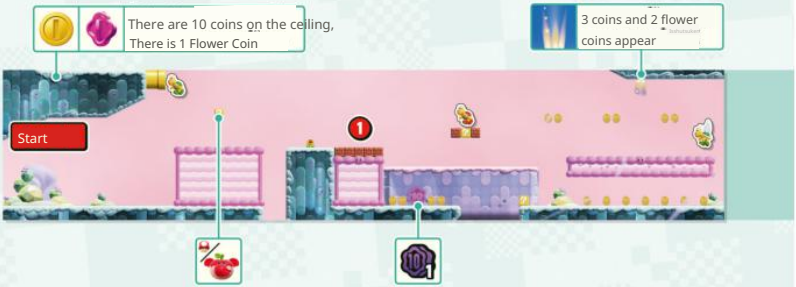
Hidden Goal —

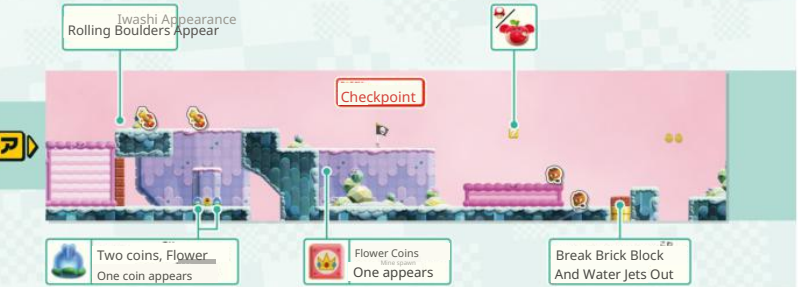
Appearance: Possess 9 or more W2 Wonder Seeds to appear

Notable Mechanisms

Enemies to Watch Out for

This course has many fluffy lifts. Make sure not to overlook the coins hidden behind the fluffy lifts.





Chatty Flower: 15 coins appear, | 2 Flower Coins appear

Rumble 岩を当て and coins
10 coins and 10 Flower Coins appear

Rolling Boulders Appear

1 Even If You Break the Brick Block Ride the Fluffy Lift

Hip Drop in Super Transformation and Nose in Saw Transforma
Break brick blocks with swinging attacks, etc., then ride the fluffy lift and lower it to obtain it.

If you perform a Hip Drop
The lift can be lowered more quickly.

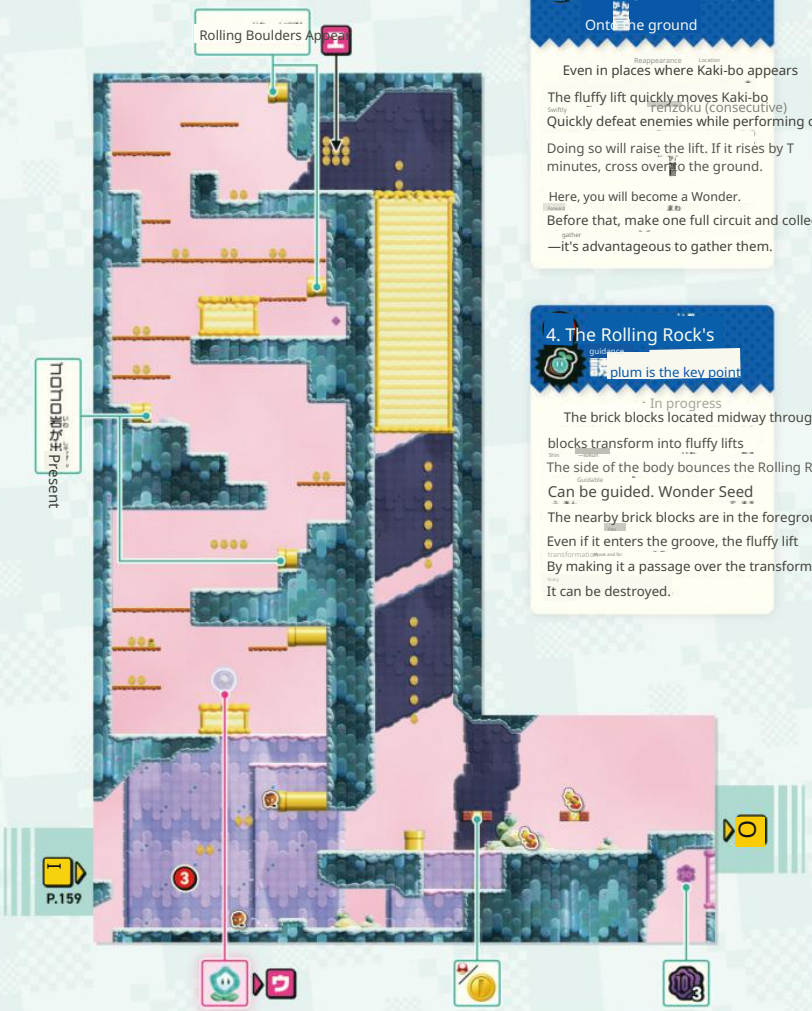
P.160

coins
5 pieces appear

2 Roll so it shines 岩を 12. Guide it

If you hit the glowing
pillar on the left side of the Fluffy Lift with a rolling
coins will appear. Use the Fluffy
Lift by lowering it all the way to the bottom, and wa
rock to come out of the pipe.

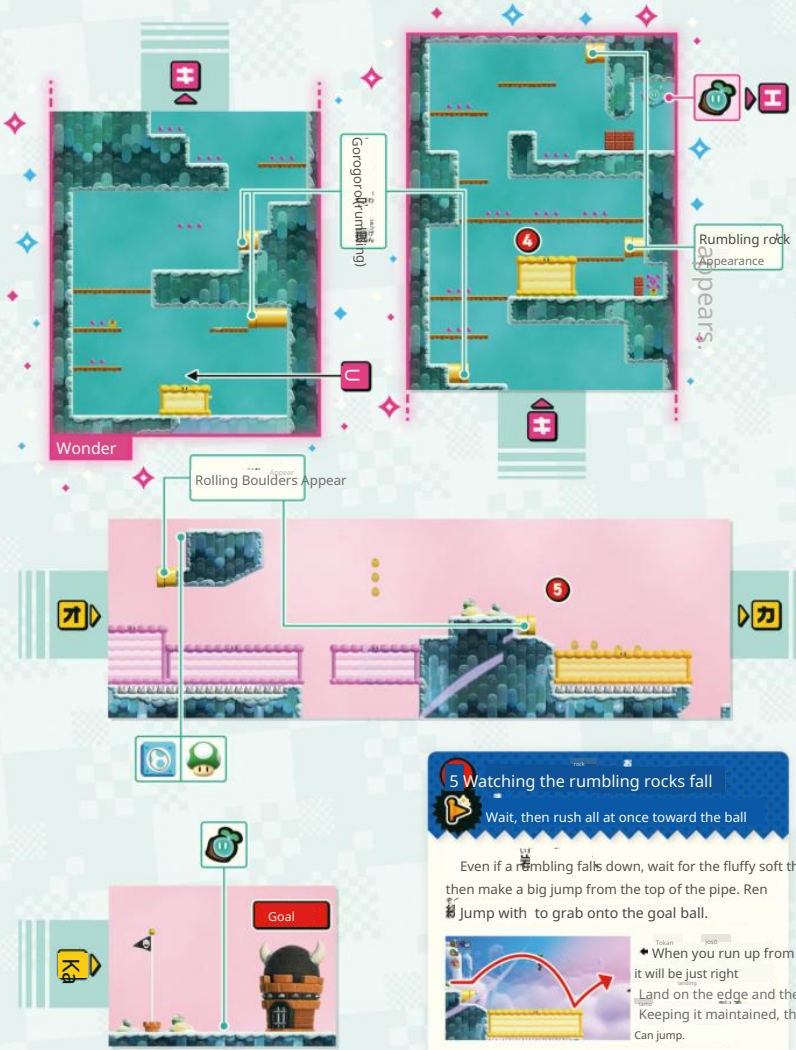
Fictionghost



renzoku (consecutive)
By performing 3 consecutive jumps
Onto the ground

Even in places where Kaki-bo appears
The fluffy lift quickly moves Kaki-bo
renzoku (consecutive)
Quickly defeat enemies while performing consec
Doing so will raise the lift. If it rises by T
minutes, cross over to the ground.
Here, you will become a Wonder.
Before that, make one full circuit and collect the
—it's advantageous to gather them.

4. The Rolling Rock's
plum is the key point
In progress
The brick blocks located midway through the
blocks transform into fluffy lifts
The side of the body bounces the Rolling Rock ba
Can be guided. Wonder Seed
The nearby brick blocks are in the foreground
Even if it enters the groove, the fluffy lift
By making it a passage over the transformation
It can be destroyed.



5 Watching the rumbling rocks fall

Wait, then rush all at once toward the ball

Even if a rumbling falls down, wait for the fluffy soft thing to fir
then make a big jump from the top of the pipe. Ren
Jump with to grab onto the goal ball.

When you run up from the pipe
it will be just right
Land on the edge and the height
Keeping it maintained, the second
Can jump.

Let's! Challenge! Jumping!

Appearance: "Merikondoru Is Flying In"
Condition: Clea

Friend Race —

Hidden Goal

Notable Mechanisms

Dashed Block

Be cautious of

Platforms appear one after another and disappear in sequence a difficult course. Match the rhythm and move forward with good tempo.

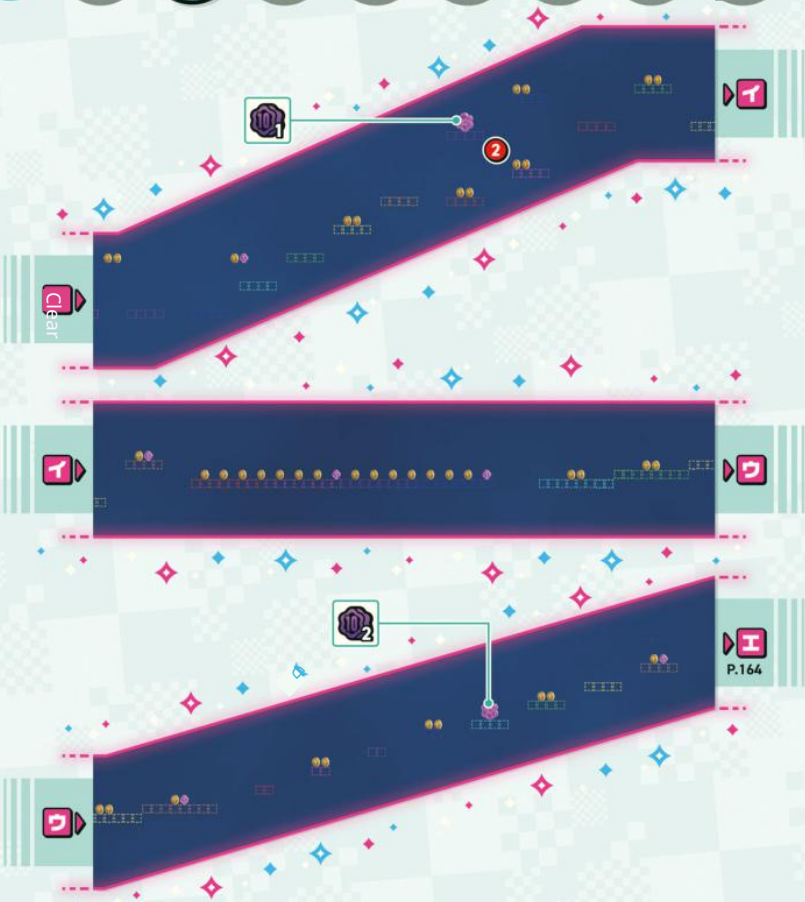
Appearance timing

1. Cross the platforms that appear to the rhythm

Touch the Wonder Flower near the start and platforms will appear to the rhythm. The rhythm gradually speeds up and the rhythm blocks will disappear one after another, so the trick to clearing is not to fall behind in the latter part. Falling does not count as a mistake, so try as many times as needed.

The key is to anticipate the rhythm block appearing and jump ahead of time. Use the BGM to time

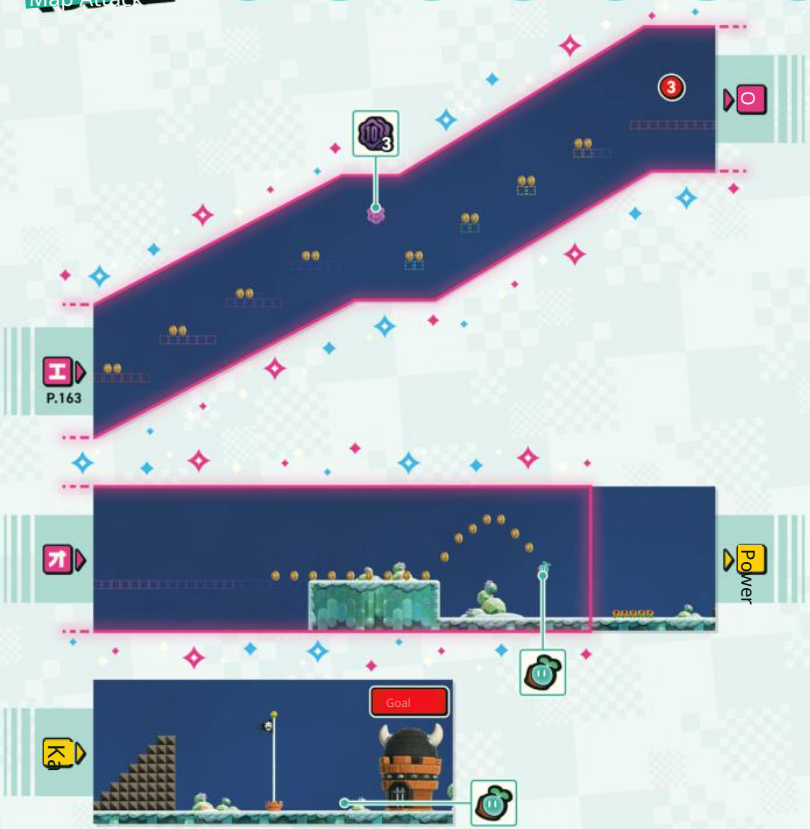
This is not the official name.



② Smoothly overcome tricky areas with turnarounds

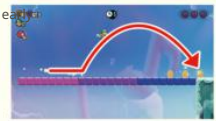
When you pass under the 10 Flower Coin and jump to the next platform, keeping your momentum in check makes it easier to execute the turnaround. On platforms with 10 Flower Coin, slightly

Run up and jump to reach the upper platform. So From here, a series of platforms with varying heights continues for do not use a jump like 10 Flash coming is fine.



3. After passing the pink rhythm block, jump to reliably reach it.

In the final stages, the rhythm blocks disappear quite easily, so even if you keep dashing along the last straightaway You might fall. Therefore, jump just after the pink rhythm block, extend your distance with an aerial spin, and land in one go on the farther platform.



◆ At the end the platform disappear and the time limit is tight
Make a daring jump over the rhythm block and reach the goal just in time
Reach the Wonder Seed in one go.

With the countdown lift

Appearance Mokku Mokku Highland's Flying Battleship

Clear the conditio

A course with many countdown lifts. Move forward before the count reaches zero.

25 "Journey"

Sky Journey

Friend Race

Hidden Goal

Notable Mechanisms

Countdown Lift

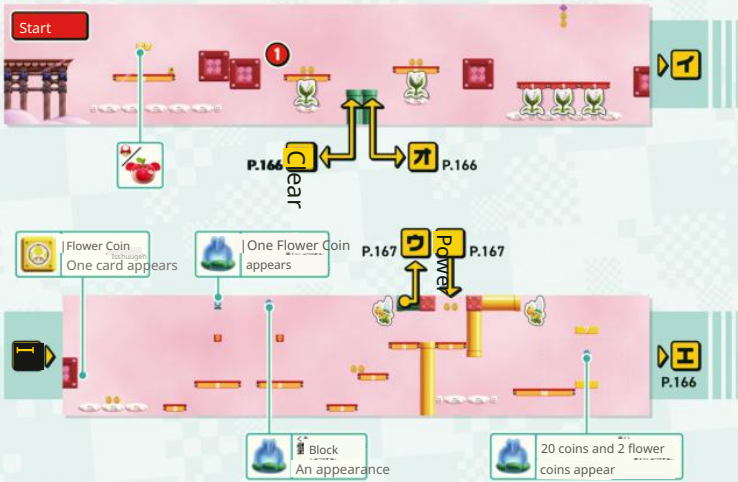
Roulette Block

Enemies to Watch Out For

Watermelon Piranha Plant

Jugemu

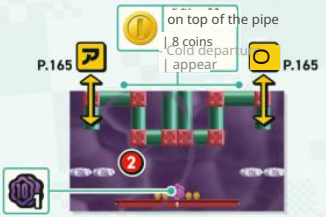
Mokumokumo



1. Move forward before the countdown lift's counter reaches 0

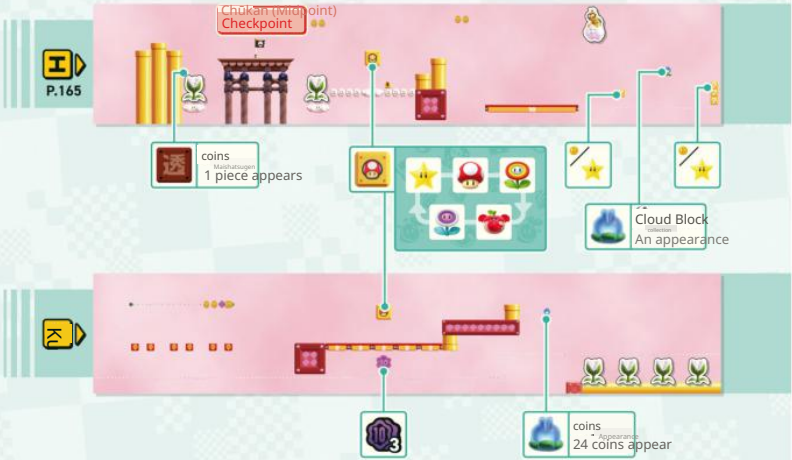
The countdown lift's counter decreases each time you land on it, and when it reaches 0 the platform becomes unusable for a while. The counter also decreases while you're standing on it.

watch the counter as you move to the next platform. Stepping on seeds from a Watermelon Piranha Plant, for example, is also effective for extending time and restoring the counter.



② As soon as you land, head immediately to the snowy

The countdown lift with 10 Flower Coins only has a count of 1, so once you ride it, cross to the next platform immediately before the platform disappears. Here you can use a wall kick to get onto the pipes on the left and right and obtain a total of 16 coins.



4 Use Lakitu's Lightning

The Wonder Flower located beneath the pipe can be reached by riding a Lakitu cloud. Jump on the block produced by a Happy Flower to defeat Lakitu. Ride the block it spawns and defeat Lakitu

Countdown
When the lift rises, cross to the cloud block and Lakitu defeat it.

5 Step on the seed to reach the goal

The key is to step on the seed shot by the Piranha Plant before the goal ball. Build up a run on top of the pipe and jump, then step on the seed twice to grab th

When you launch the seed at the same time onto the top o if you jump from there the timing will align, allowing you to step on the seed

3 With the red POW block, like this

Kick the red POW block straight up to break the brick block and drop 10 Flower Coins. Even if it gets caught on the countdown lift, it will fall eventually, so wait. Note that the red POW block does not respawn once it is gone, so be careful.

6 Use Invincibility to advance

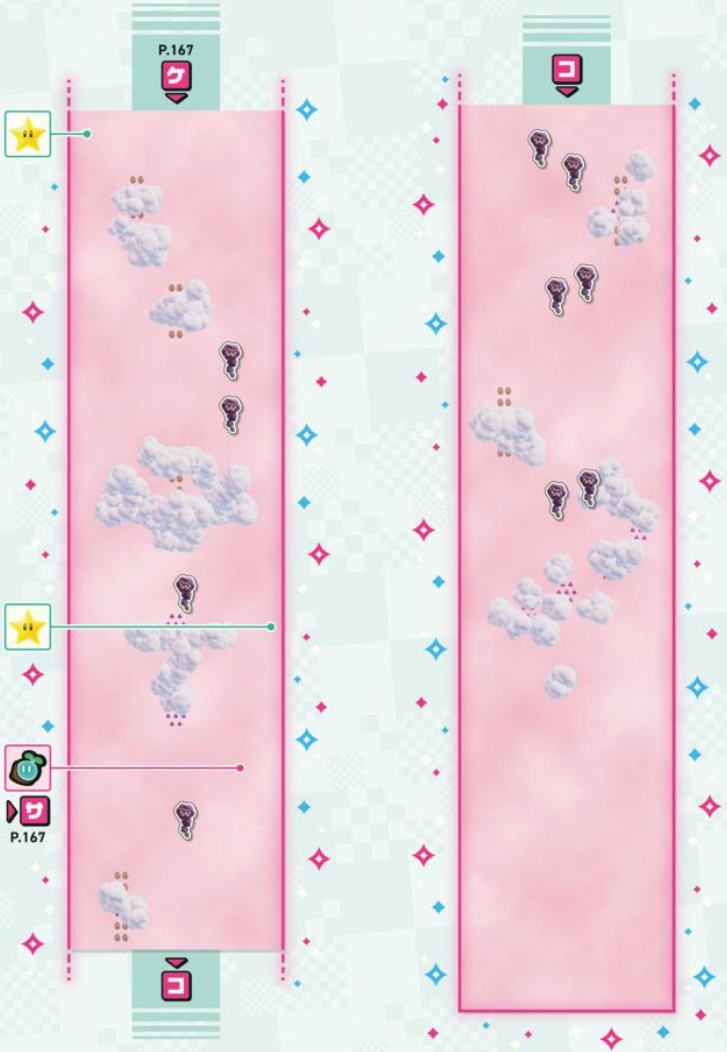
While falling during Wonder, you can move freely up, down, left, and right able to do. Ten Mokumoku monsters will appear, so Super Proceed safely while collecting Power Stars.

Coin in the clouds is hidden.

Visible coins

Predict the location from

Let's obtain it.


P.167
P.167

Listen, add, and contact lift

Difficulty

Friend Race

Hidden Goal

Appearance: Kuu Mokku Highland's Flying Battleship

Clear the conditions

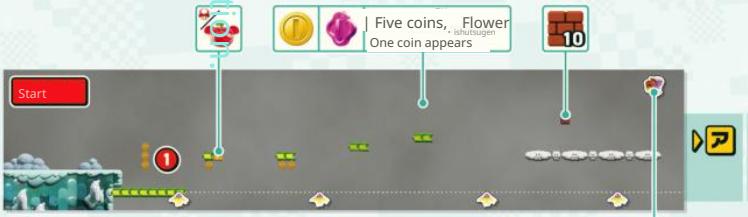
A course where you progress by riding connected blocks that gradually disappear. Secure footholds so you don't fall.

Attention Notable Mechanisms

Lotus-connection block

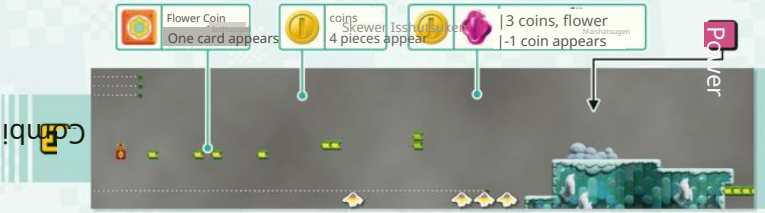
Youchu Enemies to Watch Out For

Biripyon | Box Condor | Jugemu



1. Hit the moving blocks and proceed while connecting the platforms

This course is largely traversed using connected lifts ...becomes. The linked lifts gradually disappear as time passes. However, hit the connector blocks placed at various locations making it possible to link them. Do not miss adding extensions and progress while hitting the connector blocks by hand. There are also items obtainable in (this) course, so you should ...



② Connect all the communication lifts

If connected, it can be touched

Happy Flowers located in places without platforms can be reached by hitting all the connected blocks up to here, which then serve as a footholdallowing you to touch them. Surrounded by brick blocks Also, to hit connected blocks you must swing your trunk while

An attack is necessary. Power-up items to the target location

Sub-objective Location

You can obtain two power-up items, so proceed toward the target location while avoiding taking damage.

③ When it comes to the bridge is your chance

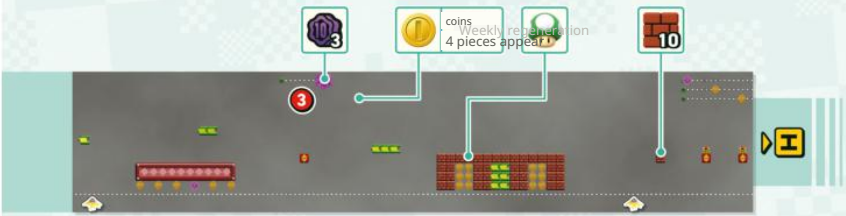
Ten Flower Coins move to the bridges on the left and right, then

Right after returning it, strike the shoot block. Chi

You can obtain it if your timing is just right.

If you are at least in a super state, on top of a chute block yo

Obtainable from the amp.



4 Defeat the Hakondoru

When you approach the goal ball, Hakondoru will appear in pairs. Stomp them consecutively and then jump to grab the top of the goal ball.

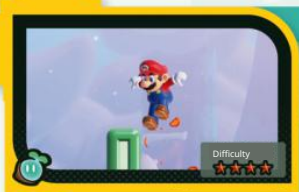
- Aim for the coin on top of the goal ball that the Happy Flower spawns.
- Jump during the time limit.

5 A Lakitu throws objects

Collect the items

During Wonder, enemies disappear and three Lakitus throw items such as Wonder Pieces and small Flower Coins. It is easier if connected lifts are linked together.

- You will be guided forward, so focus on collecting items
- Do so. Even if you miss a Wonder Piece, it will keep being thrown
- of them, so only worry about the time limit
- Be careful and wait for it to throw.



Badge Challenge

"nobo" Bell

Wall Climb Jump Lv.2

Friend Race

Hidden Goal

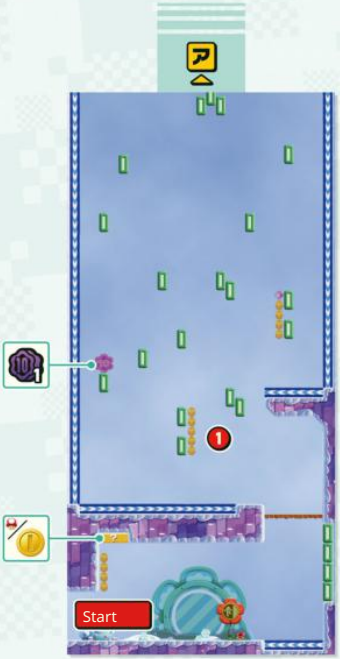
Appears "Mokumoku Highland foothill mountain"
Clear the "Condition Hu

Notable Mechanisms

Be cautious of

カベ Use Climb Jumps and Wall Kicks

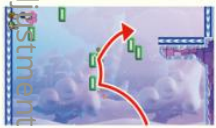
This is a difficult course where you must relentlessly climb narrow platforms by making full use of climb jumps and wall kicks.



places, climb

1. Your movement after a wall climb jump is important

After performing a wall-climb jump, use the left stick to
You can move left and right. This movement changes the player's p
Adjust your footing and land on narrow platforms.



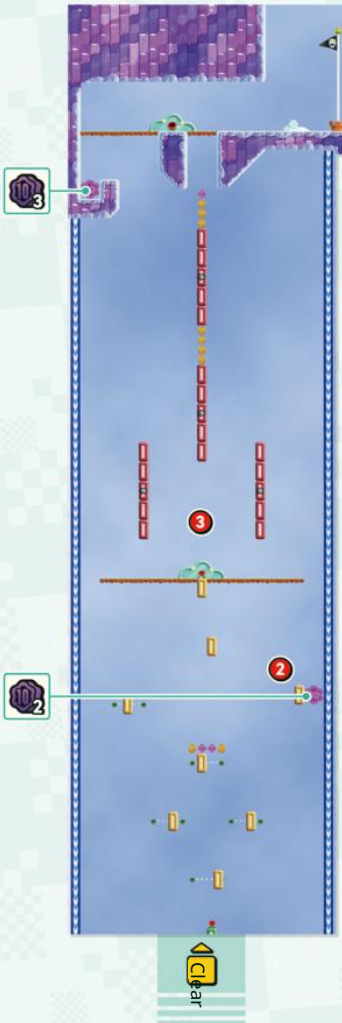
➡ After a wall-climb jump, if your height is insufficient, use a wall kick to reach another plat

② Using the midair spin lets you reach below

Can be reached directly from block 102

Climb up to the top and grab the dash rail on the right.
And can be obtained reliably. Climb directly from below to the near
In that case, extend your jump distance with a midair spin.

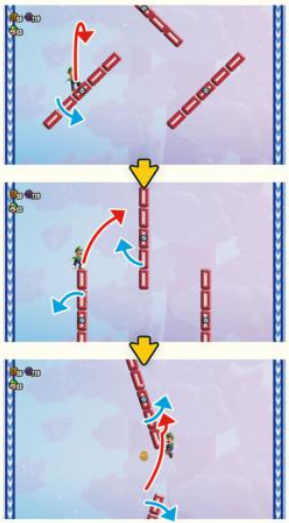
➡ A normal jump won't reach it, but a midair spin increases the d
If you extend it, you'll reach the
Can be reached.

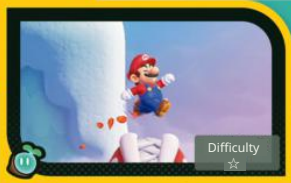


1 Climb the three rotating blocks

Q Obtain 10 flower coins

To climb the rotating blocks, the left rotating block
Right before the block rotates, climb up from the right side towar
This is the key. Then, just before the rotation stops
Jump onto it and land on the upper platform. At the very top
If you can stand on this rotating block, rotate it slightly
and when it turns a bit, jump to the left wall.





Difficulty ☆

Appearance: "Merikondoru Is Flying In"

Condition: Clear

Badge Challenge

Soft Jump LVA

Level

Friend Race

Hidden Goal —

Notable Mechanisms

Tall pipes and giant Piranha Plants

There are many places that are difficult to jump over.

Use the badge's ability to get through them.

Enemies to Watch Out For

Bakun Flower

Big Bakun Flower

1 Run up and jump from the end of the pipe

Then you can just barely reach it

The first 10 flower coins can be obtained by running up to the pipe by diagonal pipe and taking a big running jump, which lets you float and collect them thanks to the effect of the Jump Badge.

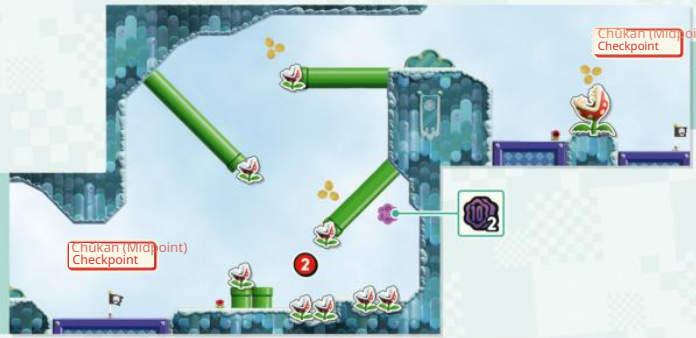
★While jumping, hold the button to jump to maximize height and distance. Make them as large as possible

2. The Piranha Plant in the upper pipe

Pay attention to its movement

If you bridge a platform between the Piranha Plants, you can progress this far. When the Piranha Plant in the slanted pipe retracts, jump from the nearer pipe.

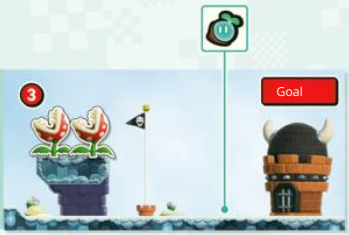
Time your jump and land on the narrow platform Adjust so that it becomes possible to do it.



3 Jump over the Giant Piranha Plant

Jump over it and reach the goal

Take a running start from the pipe with the Talkative Flower, and jump you can clear the Giant Piranha Plant and grab the top of the goal.



● Method: aim for the top of the goal by performing a wall kick from below Choose t

Difficulty ★★★

Appear "Expert Challenge! Jumpi"
Clear the condition "ng!" at the hidden goal

Wa n Badge Challenge

Bell

Spring Lv.1

Friend Race

Hidden Goal

Notable Mechanisms

Be cautious of

The platforms are isolated islets, and it
ems are also located at high places. Jump
Break through using the spring ability that lets you continue

1 Chūkan (Midpoint) High platform

Run from the high ledge at the checkpoint
and make a big jump

Make a big jump from the left edge of the slightly wider platform to the stone ledge.
The key is to jump to build momentum. Keep that momentum
and make a large jump to obtain it.

★ Adjust the
length of time you hold the jump button and the left
stick input so
that you land on the edge of the platform
and jump.

2 2. Adjust your position with small jumps

While doing so, aim carefully

Use short jumps—don't hold the jump
button—to adjust and avoid falling off the lift.
Collect 10 Flower Coins when crossing to the next lift.

Write
When the lift
ahead comes
near, hold down
the jump button to
jump.

③ 3 Take a running start to build maximum speed and jump from the very edge of the step

The course is not that difficult, but the very top of the goal is a bit tricky.
It takes some skill to aim for consecutive jumps. Jump continuously!
Because of the power of a certain spring, it is difficult to adjust the position for the high jump, take off, and land.
Devise a way to jump from the very edge of the gap.
Whether you succeed depends on the spot from which you take off.
Use the photo below as a reference to determine where position is off, immediately go back and retry the run-up.

First stop at this position, hold the jump button, and jump straight up.

Right after jumping, push the left stick. If you then perform consecutive large jumps, you can grab the very to

Difficulty ★★★

Appear "Up & Down Fluffy Lift"
Clear the conditions

Hanabi plain killer turret awaits
A dangerous airborne battleship is ready.
Head to destroy its power source.

Kouzan

Mokkumokku Highland's Airship Battleship

Friend Race —

Hidden Goal —

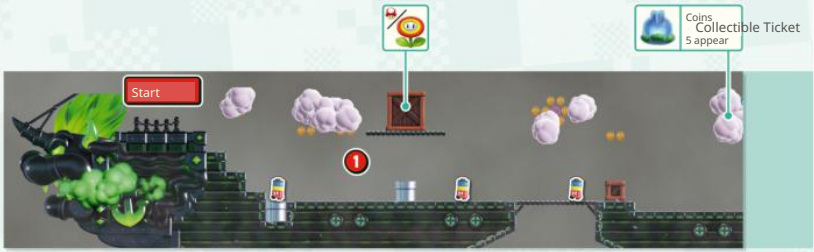
Enemies to Watch Out For

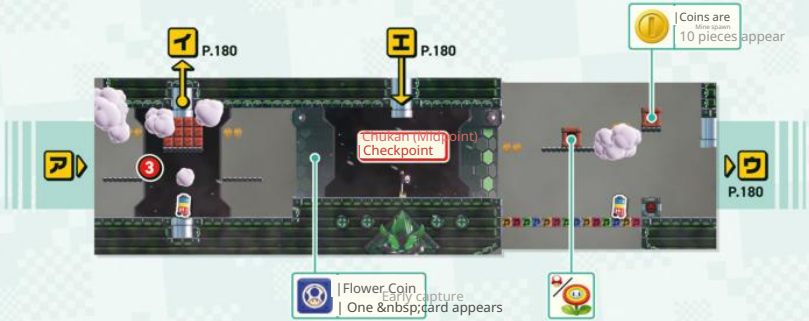
Firework Soldier

Chomper

Bomb Soldier

Ushidashi





1. While lighting fireworks, head toward Hanabi

When you damage a Hanabi Soldier, you can carry it without taking damage, and after a short time it will launch three fireworks. Those fireworks can break various objects and allow you to obtain items such as coins. Take it to the location

Hanabi (fireworks)

Possible. Also, places blocked by hard blocks can be passed through by breaking them with fireworks. If there are breakable objects nearby, step on the Hanabi Soldier and

Hanabi (fireworks)

The launch height of the fireworks is fixed; interrupting the fireworks will stop them, so do not hit another enemy with the Hanabi Soldier you are carrying.

Because the course progresses automatically, if you are carrying a Hanabi Soldier, you can

2. Quickly get through and collect the 1-Up Mushroom

The place where the Sumo Launcher appears is on the left wall of the upper layer. There is a transparent block along it. A Firework Soldier has appeared. Break the hard block immediately and climb up to the upper layer.

●Hard blocks

holding a Firework Soldier and launching fireworks overhead and hitting them from above.

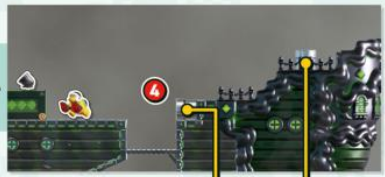
It can be destroyed.

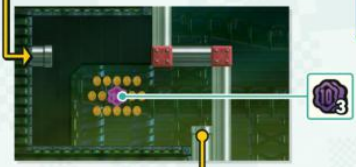
3. Break the block and go into the pipe

Beyond the pipe blocked by a hard block there is a 10-Flower Coin. Use the Firework Soldier that appears from the pipe directly below to obtain it.

●Inside the pipe,

if you destroy hard blocks with 10 flower coins will drop from the block.





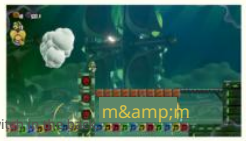
Push the obstacle in front
Drop into the groove in front of the dirt

To enter the pipe that contains 10 Flower Coins,
Push the obstacle on which the nearby cannon is mounted,
You need to drop it into the groove to use it as a foothold. First
defeat the Oshidashi first, then proceed.

6 Coins Flower
One coin appears

Shojun guidance
照準を誘導 Do 5
Tetsu
鉄の Use boxes and like

When using the targeting that pursues you durin
it can break metal boxes or defeat Killers
You can defeat turrets and so on. Items will appear
boxes, so guide them and break
them as you proceed.



Use the Wonder Seed by guiding
its aim to break the surrounding iron boxes and co

Obstacle
⑥ Maneuver through obstacles to the switch

If you pass through while the obstacles are raised, you can reach the swi

If you want to obtain the Happy Flower item,
hurry to touch it before you are swept off-screen.

Kōsan

Mokkumokku Highland's Palace

Appear: 14 or more Wonder Seeds of W2
3 Held Above

Friend Race

Hidden Goal

Notable Mechanisms

Enemies to Watch Out for

Bone Bac-kun | Lanlan Bone Pakkun | Hammer Pros

Many bones burst out of the black smoke

A challenging course where enemies like Kun appear.

Advance toward Bowser Jr.

A flower coin | One coin appears

P.184

1 Defeat the enemies and go around

The hammer Pros in front, after appearing, immediately the Whomp rule
Hit the rock to defeat it, then wait for the next
enemy to move up one level and defeat it using a Bubble tra

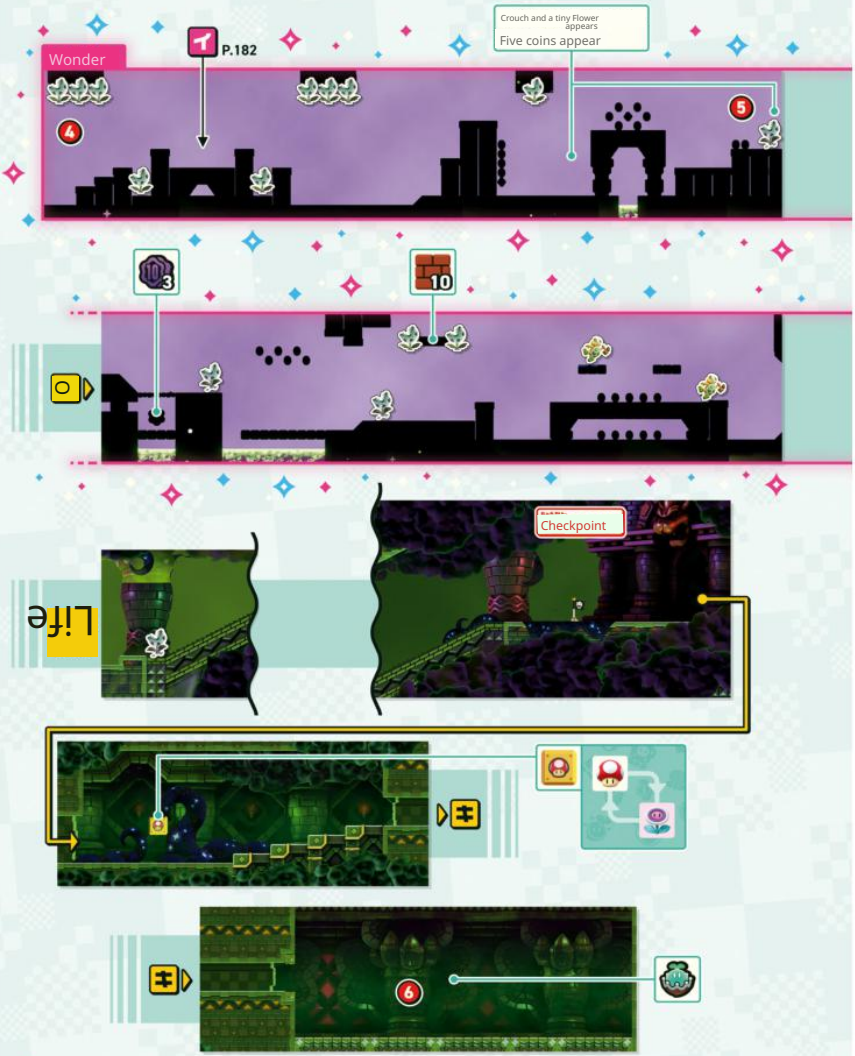
2 Use the soil bulge

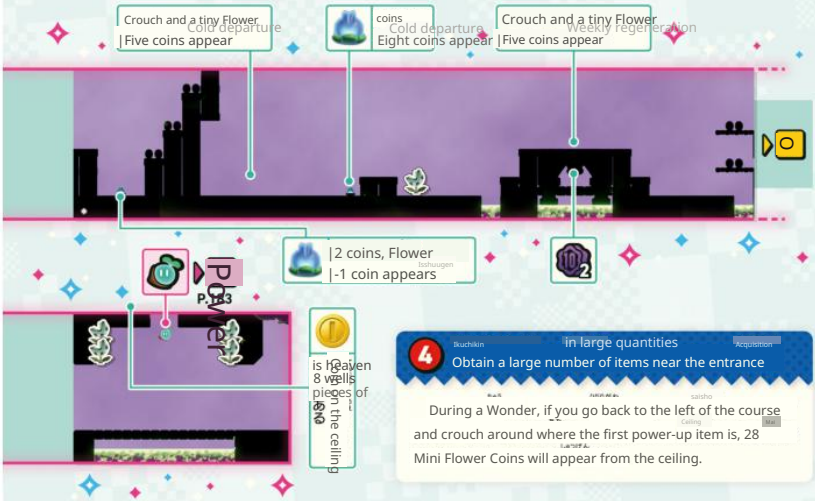
Kick the pipe next to the Bone Piranha, it will sink,
and a pipe near the center will rise in response.
Please Wonder Flower on the rising pipe
and use it to lift the flower onto the upper platform so you can to

3. The path where both coils come out

10 Flower Coins located in the spot sandwiched by a pipe

Get it by riding on the young-side pipe, diving down into it.
The same acquisition method applies during Wonder as well


Wonder
P.182
Crouch and a tiny Flower appears
Five coins appear
4
5
3
10
Checkpoint
Life
6



4 Obtain a large number of items near the entrance

During a Wonder, if you go back to the left of the course and crouch around where the first power-up item is, 28 Mini Flower Coins will appear from the ceiling.

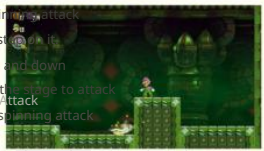
5 Carefully proceed while paying attention to the movements of the Ranran Bone Piranha.

Wonder transforms into a silhouette state and goes by.
The body grows, and some enemies also become taller.
Can be avoided by moving or jumping while crouching, but
The dangerous one is Ranran Bone Piranha. Move forward
Once it appears, return to the course and wait to fall into the hole.

◆ The Hammer Bros. in front of the Wonder Seed are safe to defeat if you hit them from below while they ar

⑥ vs Bowser Jr. Move to a higher position than Bowser Jr. and avoid his attacks

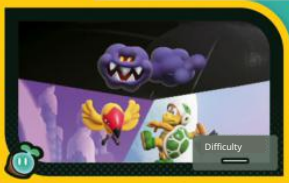
Bowser Jr. performs a spinning attack.
While doing it, you cannot step on it.
Therefore, feet that bob up and down
cross the elevated areas of the stage to attack
Rotational Attack
to evade attacks. After the spinning attack
ends, step on it



during the rotational attack

Do this. Repeat that four times
you can defeat it.

During the spinning attack, if you are at a high position, the attack that fires mask projectiles at
It is blocked and cannot approach.
Annoying. If you transform into Bubble, you can exting



Appearing: "Merikondoru flies in"
Clear condition

Defeat and advance!

Mokkumokku Colosseum

Friends Race

Coins

180秒/120秒/70秒

Notable Mechanisms

Enemies to Watch Out For

A course advancing through three stages while defeating enemies within the area

A course advancing through three stages while defeating enemies. Aim to clear within 70 seconds.

1. Easy to fight across three stages

Bubble transformation is recommended

What excels in the Mokkumokk Coliseum is defeating enemies. The bubble transformation, which makes enemies easy to defeat, is the starting point. Stock including this, obtain two Bubble Flowers.

If you take damage immediately use an item balloon, Return to the Bubble form and proceed.

3 Ride on Lakitu's cloud

Rapid bubbles

From there, continuously fire bubbles

For the second stage, first take the dash rail to the left edge and ride Lakitu's cloud. After that, defeat the enemies where the Merikondoru returns.

Keep the position where the Merikondoru returns, and by continuously firing bubbles from t

② For areas where enemies are clustered

renzoku (consecutive)

Stomp them repeatedly

After defeating the two enemies on the left side of the stage, head to the right. Enemies on the ground are best dealt with by rolling; enemies so prioritize defeating enemies that are at higher positions. Hit from the front to defeat the... Blocks are (ja...)

The enemy in the center can be defeated quickly by stomping. Since your consecutive power increases, aim carefully and precisely.

While stomping the three central enemies in succession, land on the pole block ahead. After... enemy, proceed to the upper right.

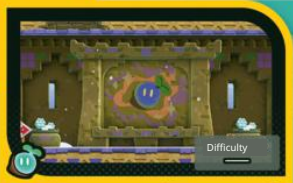
4 There is a Hammer Bro.

Wooden Xylophone seikaku (correct/accurate)

Strike the block accurately.

When defeating the nearest enemy, first eliminate the ... enemy; that way it'

Goal
2
1
3
4
3
Of the Lakitu Skycruiser clouds appear
2
1
Start



Everyone's Plaza

Secrets of the Enigmatic Plaza

Friend Race

Hidden Goal

Notable Mechanisms

Be cautious of

Fusa-san

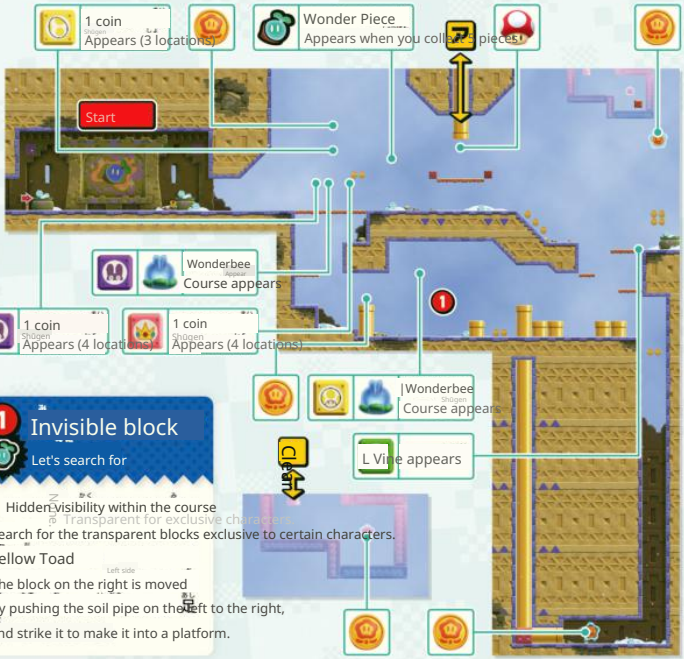
Appears "Mokumoku Highland foothill mountain"

Condition: Visit the Hut

Various character

specific transparent blocks are hidden

. Explore thoroughly.



1 Invisible block

Let's search for

Hidden visibility within the course

Transparent for exclusive characters

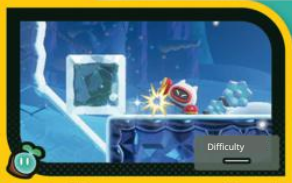
Search for the transparent blocks exclusive to certain characters.

Yellow Toad

The block on the right is moved

by pushing the soil pipe on the left to the right,

and strike it to make it into a platform.



Take a breather

A Short Break

Zundoko's Thousand Shots

Friend Race

Hidden Goal

Appear: Icy slippery Zundoko Valley is hidden

Condition: Clear by reaching the goal

Notable Mechanisms

Ice Block

Be cautious of

Zundoko

Zundoko will kick the falling ice blocks one after another continuously one after another. All breakable objects must be destroyed to clear.

Ice blocks will fall

- 1st: empty
- ※2nd: contains 1 coin
- ※3rd–4th: contain 3 coins each
- 15th: Fire Flower
- ●6th–8th: contain 3 coins each
- 19th: contains 1 Flower Coin
- ●10th–11th: 3 coins
- 12th: 1 Flower Coin
- ●13th: 3 coins
- 14th: Empty

When all ice blocks are destroyed, or appears when Zundoko is defeated (in the latter case, 5 coins and 1 Flower Coin appear simultaneously)

Extraction ticket,

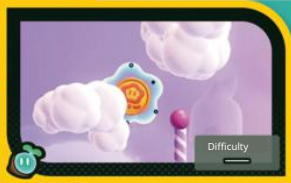
1) Defeat Zundoko last to obtain the coins

Kick 14 Zundoko

Destroying the 14 ice blocks clears the stage. Even after a Wonder Seed appears, defeating Zundoko still spawns bonus coins. Therefore, defeat it after breaking all 14 ice blocks first.

If an item gets sandwiched between an ice block and a wall it will disappear. After obtaining a Fi vanish, so collect items as you go. Repeatedly use Fire Balls to keep breaking the ice blocks.

※ This is not the official name.



Appears: "Extend! Pole Pole Pole"
Clear the conditions

A course where you collect Wonder Pieces using a single pole. Part the clouds and obtain them as you go.

Take a breather

A Short Break

Pole Blocks in the Clouds

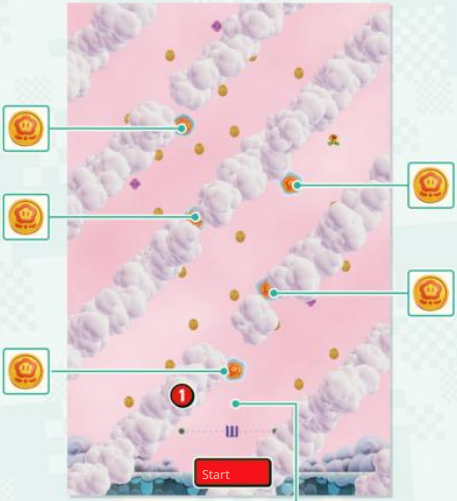
Friend Race

Hidden Goal

Notable Mechanisms

Ball Block

Be cautious of



Five Wonder Pieces will appear when you collect 5 of them
Appears when you collect 5 Wonder Pieces

How to

1

With the hat parachute

Recovery

Collect coins

Items are scattered in the air so put on the hat parachute and it becomes easier to obtain them. Temporarily e places, climb Quickly climb the pole and collect Wonder Pieces.

For coins that are far away, jump from the ball and use the hat parachute.

If timed correctly, you can collect Wonder Pieces while remaining entirely attached to t

Take a breather

Just a little

"kai"

Spin! Dash Rail

Friend Race

Hidden Goal

Exit On the Countdown Lift

Clear the "Condition Journey"

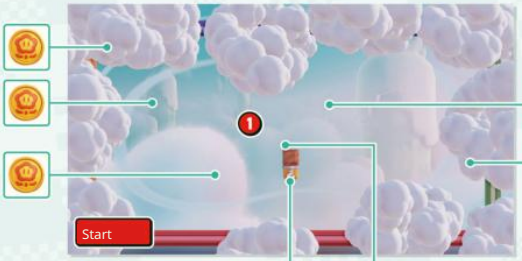
Notable Mechanisms

Question Switch

Dash Rail

Number o

A room enclosed by dash rails will spawn many items. Collect the Wonder Pieces skillfully.



Dash rails, 5 Wonder Pieces, Co

22 coins appeared, and 3 Flower Coins appeared

Appears when you collect 5 Wonder Pieces

① Jump下 and stop running in Dashur o 使ラge入手

The outer item is da-

Grab onto the Schréler

Can be obtained just by being present. Inside

The items on the side are for controls and

The spatial relationships are easy to understand

From the lower dash rail

Jump to obtain it

⬆Jump onto the dash rails below and to the ⬆ight. After the Wonder Seed appears, you can quickl

It is recommended to do so.; if any items remain, be sure to pick them up.

W3 Ogon Falls

Overcome Master Poplin's trial!

Oogon Falls is one of the many [works/creations] by Master

A world where trials block the way. The player's

courses populated with enemies that move in sync with the pl

courses that require skillful jumping and dashing, and a va

A rich variety of challenges is prepared. The Grand

Seed Manor, the destination, is located on the top floor,

and is reached after crossing two areas.

Master Poplin is watching over you while you take on the trials.

① A Variety of Choices: Hoppin's Trial P.194
② Sharpshot Amy's Trial P.197
3. Midway Trial! Chase the Jump Master! P.200
4 Danger of Jumping Out! Trial of the Spiky Mountain P.205
5. Konpei and the Starry Sky Crossing Trial P.208
⑥ Final Trial! Rampage! Dash Rail P.212
⑦ Secret Technique! Badge Challenge: Crouch Big Jump Lv.11 P.220
8 Everyone's Plaza: The Secret of the Empty Plaza P.221
⑨ A Short Break: The Out-of-Reach Treasure Deep P.222
1 A Short Break: The Wonder Beast in the Water P.223
11 A Short Break: Climb to the Timer Switch P.224
1 Short Break: Dash to the Timer Switch P.225
13 Master Poplin's House P.193
1 Grand Seed Manor P.193
General Store P.193

Master Poplin's House Information

Ogon Falls Has Been Taken Over by Villains

However, it seems there is a rule that you must clear trials to obtain the Grand Seed.
Visiting this house allows you to obtain a Wonder Seed.
You can obtain a Wonder Seed by visiting the house.

(Fragment: "…for the challenge. Overcome it and…")

General Store Information

The general store is in the first area, and Wonder Seeds can be purchased. You may have forgotten to buy them until now

If you have the badge, go ahead and buy it.

Basic items for sale

Wonder Seed	100	1UP Mushroom Set	20
1UP Mushroom	5	Panel Lottery	10

Grand Seed Hall information

Break through the final trial and the Grand Seed Hall

When you visit, Master Poplin entrusts you with the Grand Seed

After clearing the Golden Falls, Ru-

To open the route, visit the Grand Seed Hall again
Be sure to visit the Hall.

(Fragment: "…Master Trial…")
(Fragment: "…Mappri, who was watching over the…")
(Fragment: "…the master declares the end.")

Route Opening Information

To Proceed to the Second Area, a Wonder Seed

Obtain the Sealed Seed to the Grand Seed Mansion you need 10 Wonder Seeds. The first area is almost a straight path, with only a minor side route.

↑ "Final Trial! Rampage! Dash Rail" will not open the route to the Grand Seed Hall unless you clear it at the true goal.

↑ After obtaining the Grand Seed, if you visit the Grand Seed Hall again, the route to the Special World will open.

Hidden Coin Information

Difficulty ☆★☆

Appearance

Requirements

A Wide Selection
Hoppin's Trial

Ren

Friend Race

Hidden Goal

Notable Mechanisms

Responds to player jumps

Many Hoppin appear. Be more cautious.

A jump is necessary.

Enemies to Watch Out For

Hoppin | Red Koopa Troopa | Huge Hoppin

times

Warning

① Watch out for the Hoppin that jumps out!

Hoppin that times its jumps to the player can be lured into making you pass beneath it by prompting a jump, or you can evade it by leaping over the tail end of its jump. Also,

穴　どかん　とつぜんあんぜん

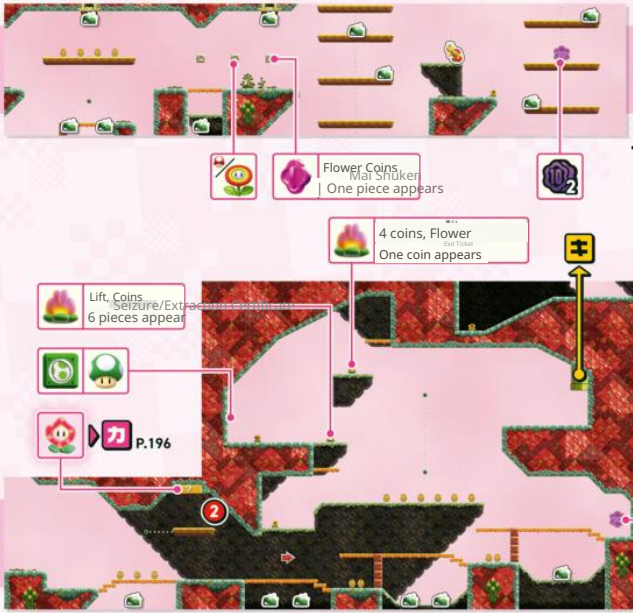
Because they can sometimes suddenly pop out of holes or pipes, a safe place once

Jump in place once to observe, then proceed cautiously.

*This is not the official name

Country

Group

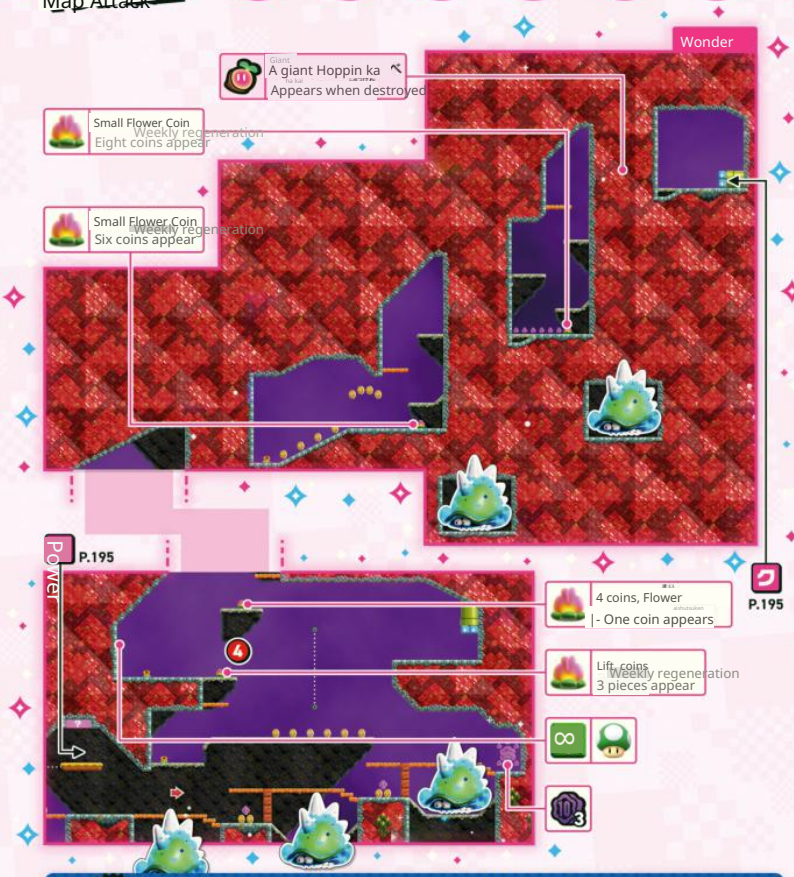


2 Hoppen to the lift

The high lift can only be climbed without a jump-boosting badge, but you can make a nearby Hoppen jump to ride the lift. If you have not equipped the badge that increases jump power, you cannot climb the high lift; however, by making a nearby Hoppen jump you can place it onto the lift. Have the Hoppen hit a Long ? Block and hold the button down to jump to the very top of the goal.

3 Jump by stomping the Hoppen

If you take a running start from the platform with the coin and jump toward the higher coin, the Hoppen will jump at just the right time. Do not step on the spiky si Since you can step on the ventral side, hold down the jump butto and hold the button down to jump to the very top of the goal.



4. Deploy a lift to guide the giant Hoppin up to the upper level.

You proceed while having a giant Hoppin break Kapé to [illegible] as you go. The point for moving forward is Ha

Place the giant Hoppin onto the lift that appears when touching the Happy Flower, and use it to carry him up to the upper layer. The [illegible] When it appears, time your jump well to guide it.

Giant Hoppin-gai

If you repeatedly perform a jab near p jump and break it up to the breaka ers. If you break the wall up to that point it becomes easier to progress.

being precisely aimed at

Trial

Amy's Trial

Friend Race

Hidden Goal —

appearance Conditions

Visit "Master Poplin's House"

Notable Mechanisms

Pulling Thread

Enemies to Watch Out For

Amy

Small mollusk

Wonder Amy

Aiming at the player from underwater

A Kurueimy appears. There is water beneath the platforms, making this a course that requires constant attention.

Water Surface

Be careful: there is a water surface beneath the platforms, so this course demands vigilance.

1 つるを

places, climb

Climb up to the high ground

When you water a withered flower, a vine appears and grows upward.

...able. When not transformed by Sou, approach the wall from the opposite side.

Repeat the jump to climb up.

② Make the lift appear and cross it

Appearance timing

Consider the surface continuously,

Enjoy the question-mark block just before the stretch of water,

When you push it,

Three lifts appear, making it easier to cross.

③ Defeat Amy First

chūō (center)

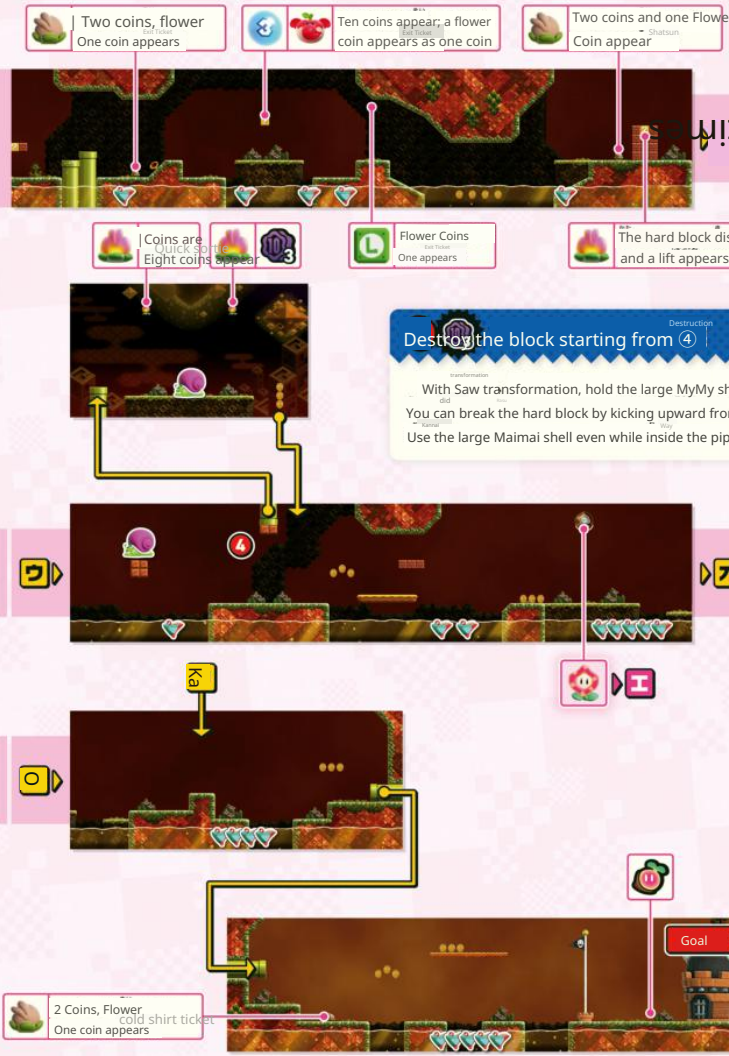
Amy descends to the central platform to lure a charge,
Doujou (Training Hall) Total Annihilation
You can defeat her simply by standing in that trajectory. Annihilate them all
Ensure safety first, then pull the pull string.

5 Using Wonder Amy
Saijōsō
Aim for the top

chūō (center)

The tip during Wonder is to wait for enemies in the center of the screen
. They appear in positions where you can step on them, so
if you jump straight up, you can proceed smoothly.

They fly in at timing.
Enemies are easy to stomp repeatedly


Two coins, flower
One coin appears
Ten coins appear, a flower coin appears as one coin
Two coins and one Flower Coin appear
Coins are
Eight coins appear
Flower Coins
One appears
The hard block disappears, and a lift appears
Destroy the block starting from ④
With Saw transformation, hold the large MyMy shell, and soil
You can break the hard block by kicking upward from directly und
Use the large Maimai shell even while inside the pipe.
Ka
Goal
2 Coins, Flower
One coin appears

Spawn: "Secret! Badge Challenge: Crouch"
Condition: Clear "Mega Jump Lv.1"

Midway Trial!

Chase the Jump Master!

Friend Race

Hidden Goal

Notable Mechanisms

Surprise Switch Block

Dashed line

Enemies to Watch Out for

Wonder Hoppin

Takebo (Takepo)

Small here

Mokumokumo

上 A course that steadily climbs upward

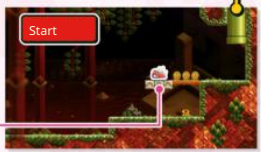
. Defeat the Wonder Hoppin and wa
Enter the wonder.

1 Chase the fleeing Wonder Hoppin

* Chase after it

The Wonder Hoppin at the starting position escapes forward in time with the player's jumps Geteiku. A chance to defeat it will come after moving to the vertic
A chance to defeat it will come after moving to the vertically long course, so hit the block from below to strike it with a fireball to defeat it.

↑ In the end it will remain near the lifting soap bubble, so obtain a Fire Flower and defeat it.



※This is not the official name.

With 2 Hoppin jumps

Hit the Surprise Switch

If Hoppin jumps when it is directly under the Surprise Switch, it can be struck. Dotted line

The block materializes, and two Hoppins fall from above and land. After a short time it returns to a dotted-line block, so slip past the Hoppins and grab it quickly.

You can dodge the pin. If you go under with a shimmy, you perform

3 Place a block on the Hoppin

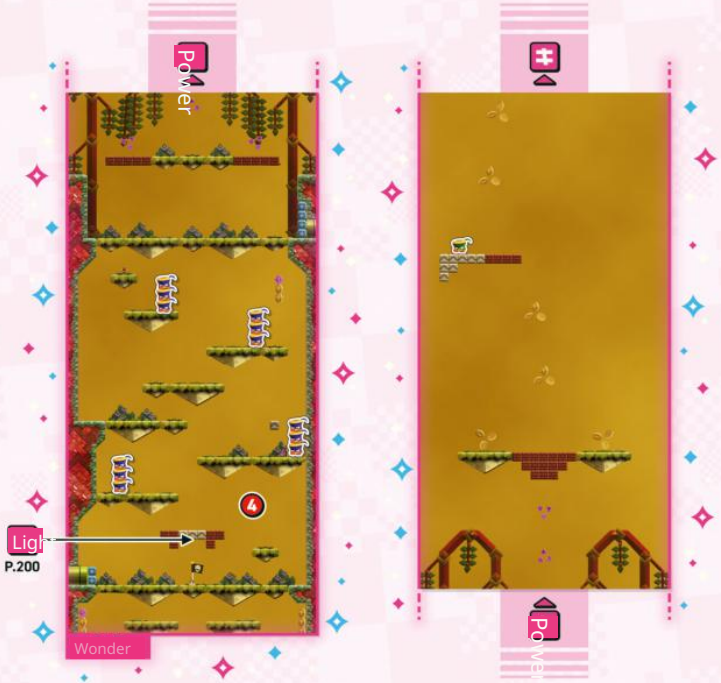
Use the platform before it is broken

To climb onto the high ledge, use the nearby brick block

You need to run up and jump. Jump twice

Because hitting it will cause Hoppin to break it, land on a two-stacked brick block with a single jump.

Group



Use Hoppin's transformed jumping ability to reach the Wonder Seed located on the topmost layer.

In progress

While in Wonder, Hoppin

can use the transformed jum

Climb the foothold

platforms located above.

In progress

When jumping, if you hit spi

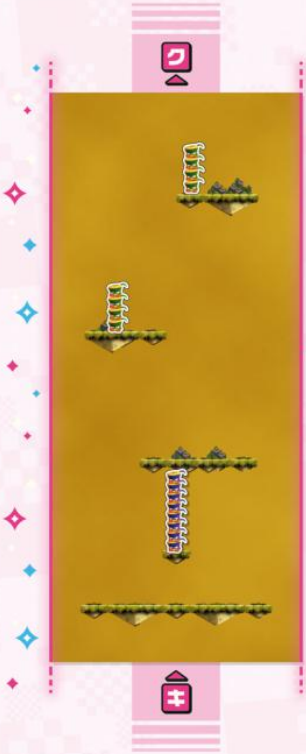
you can defeat

enemies by striking them, bu

Because it is affected, some

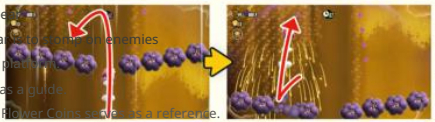
Be careful.

Height is also adjusted by how long you hold

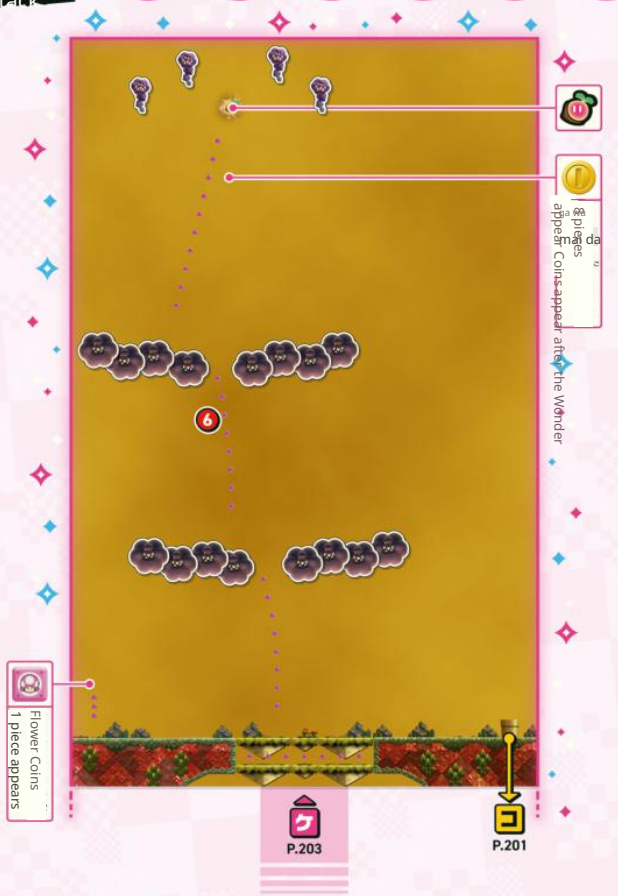


5. Step on the Mokumokumo here to reach the upper level

Small puffs of smoke appear.
The place where they appear is to control the enemies
then climb up to the higher platform.
Use the small Flower Coins as a guide.
The placement of the small Flower Coins serves as a reference.



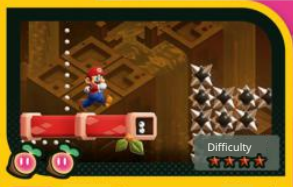
Jump onto the nearer platform or straight up, and after getting over the en



6 Continuously stomp the respawning Small Puffy Puffies to collect them

The top layer has 16 Large Puffy Puffies placed then stomp the lower- and upper-tier enemies in sequence to jump. Even if you fail, the enemies will respawn when you land on Pressing it will reach the Wonder Seed. Little Flower Coin

The placement of n serves as a guide, so jump along that trajectory to jump. Even if Because of this, you can attempt it as many times as you want within



Watch out for sudden exits!

Spiky Mountain Trial

Friend Race

Hidden Goal

Appearance: Acorn Trial! Chase the Jumping Master!
Condition: Clear "Eh!"

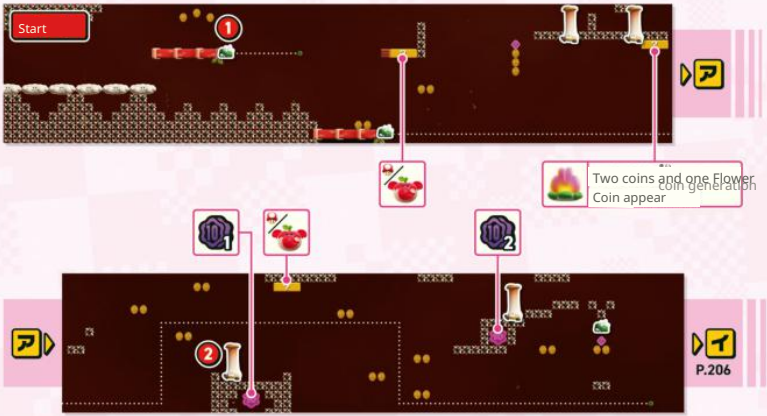
Through a sea of Spike Blocks, red...

A challenging course that advances via lifts

Use enemies as well to break through and spe

Notable Mechanisms

Enemies to Watch Out For



1 赤同 Make use of the lift's Hoppin

Hoppin are hidden in the red-tube lifts; if you jump you can hit blocks or knock into enemies to defeat them. If your jump trajectory is off, the red-tube li Because you will disappear from the lift, refrain from jumping while the red pipe lift is moving up and down: jō itō dōsa

2. Obtain by defeating Erin

赤同 If you jump when the lift comes directly in front of Erin you can hit her with a Hoppin and defeat her. After that, when defeated, Erin falls down and hits the 10 Flower Coin to obtain it. The second 10-flower use the same method to obtain the Warp Coin as well.

*This is not the official name

3 Cross the narrow platform

Wonder Flower can be hit from the side by Hoppin' or Elephant transformation trunk attacks to make bricks interactable

During Wonder, no enemies appear, so focus on jump control to land on the narrow platform.

Blocks that are blocking the way can be broken by touching a nearby Happy Flower.

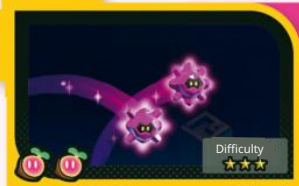
4 Survive Hoppin until the end

If you avoid jumping at the same time the lift changes from horizontal to vertical movement, you can keep Hoppin alive until the 10 Flower Coin area. Once you reach the goal, hit the ? Block to obtain it.

Jumping
Only jump while moving horizontally.
Even if a Goomba approaches, try to endure.

ウ
Ka
ク
キ

Throat
Small Flower Coins
が4枚
Appearance
オ
エ
Small Flower Coins
4 pieces appear
Indestructible blocks turn into golden blocks and
9 pieces change into 1 Flower Coin
Small Flower Coins
7 of them appear



Difficulty ★★★

Appearance: "Midway Trial! Chasing the Jump Master
Condition: Clear "Eh!"

With Konpei

"Hoshizora [illegible]" 星空 Song of Passage 練

Friend Race

Hidden Goal —

Notable Mechanisms

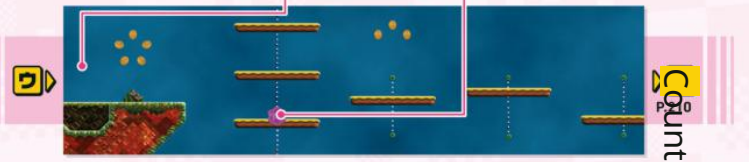
Enemies to Watch Out For

Compei

Many around blocks and lifts

A large number of Konpeito (sugar candies) appear. Wonda

Let's break through together as one.



Country

※: Large numbers of green and purple Konpei appear in the course. They are

1 Turn that face back

The Wonder Flower is a short distance ahead—cloud blo

Return from the gap in the block to the lower tier and touch it. Kon

Time your return to match Pay's rotating movement. Compe

Pass through when the i comes under the cloud block.

← Move a little without using dash
It's easier to dodge if you move s

2. Fast-moving purple

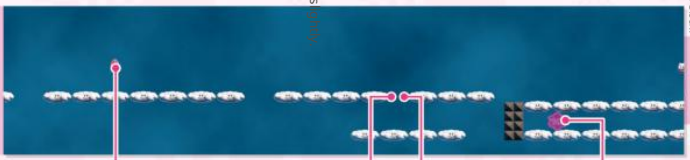
Weave through the Konpei and proceed

In regular courses, the second card contains 10 Flower Coins

Obtaining n will become more difficult. Drop down from gaps in t

and proceed with frequent dashes.

← If transformed into Fire, Fa
with Bo
defeating them with the Fireball
Ac



coins
Eight coins appear

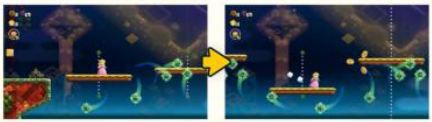
Skewer connection
coins
3 pieces appear

One coin appears as the quickest sort

One Flower Coin appears on the final connection

3. Use Compei

Ride the first lift when Compei lowers, and move along with Compei's downward motion to more easily pass through.



← When Compei is to pointing is safe.
Proceed while watching the enemy's

P.208
Goal

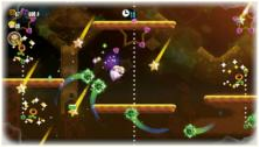
P.208
Coins are
5 pieces appear
Red appearance
coins
Eight coins appear
4
Wonder

5

3
Country

4 Break through while continuously obtaining Super Stars.

Upon touching a Wonder Flower, you become invincible, and many Super Stars fall from the sky. Invincible the time itself becomes the time limit because it has become the time consecutive.

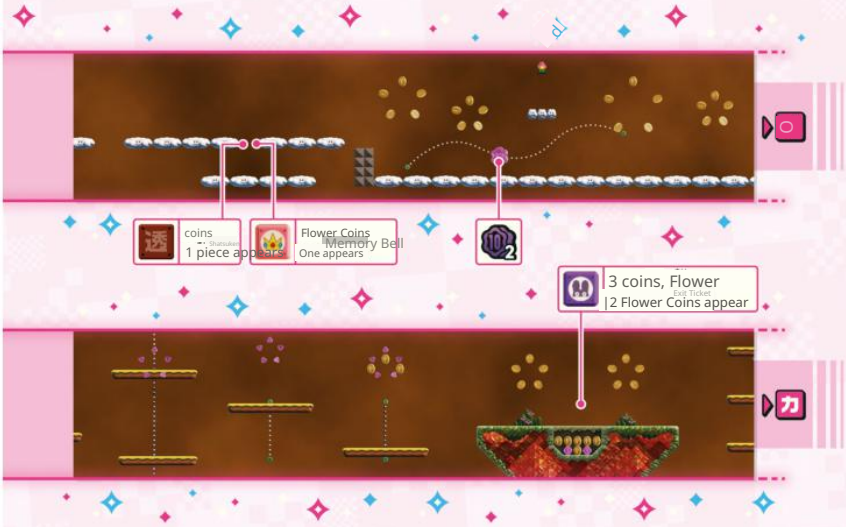


Acquire consecutively to enter an invincible state.

While invincible, there is a suction effect that draws in coins, allowing you to quickly advance str

Proceed so you don't lose it You can obtain it simply by approaching

It's easier during Wonder mode. Be careful of falls



5 Use an aerial spin to collect multiple coins at once

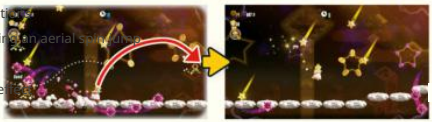
Coins located at high positi

can be grabbed by performin an aerial spin attack.

Extending P's airtime will

Combined with the suction e

It becomes easier to obtain.



Use aerial spin to extend jump distance and quickly collect multiple co

Appearance: 10 or more Wonder Seeds in W3

3 and Above

Final Trial!

Dash Dash! Dash Rail

Friend Race

Hidden Goal

Notable Mechanisms

Dash Rail

Enemies to Watch Out For

Hoppin

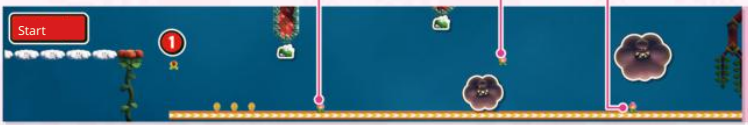
Big Puff-Puff

A long course that goes straight ahead on dash rails. The timing of jumps is important.

coins
Weekly spawn:
13 pieces appear

coins
3 pieces appear

Seizure/Extraction Certificate



1. Ride the dash rails and conquer both goals.

This course branches into two routes depending on whether you touch the Wonder Flower. The Wonder route can be obtained, so even after clearing once, go collect the items Including the route, you can obtain a total of 2 Wonder Seeds!

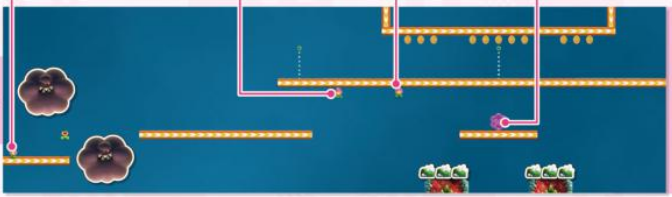
Direction: On the normal route, the 2nd and 3rd screens each contain coins. Let's go gather the items.

coins
2 pieces appear

Cold appearance

coins
2 pieces appear

coins
3 pieces appear



② Big Mokumokumo

renzoku (consecutive) を連続で

location

Acquisition

Stomp to obtain high-up items

strength

If you wear a badge that increases jump power, the big...

renzoku (consecutive)

You can stomp the Mokumokumo and keep stomping them consecutively.

High platform

and reach a high platform with a Happy Flower.

◆ Either be just beyond the spot where a Super Mushroom appears or stomp the Mokumokumo to move upward.

3 Touch the Wonder Flower

Enter

Enter a different route

places, climb

Climb the dash rail and touch the Wonder Flower

Sudden attack

Wonder. If you hang and move forward, you head toward

route.

◆ While in Wonder you transform into Hoppin, and the dash rail tilts upward.

You can go down from Dash Rail 4

Upward Dash Re

In the course, Happy Fura

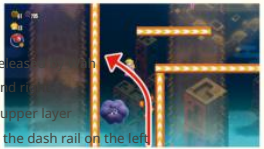
Arrangement of the coins releas

Aligning with it, move left and r

Let's collect it. Arrive at the upper layer

Before reaching it, move to the dash rail on the left

Move onto the rail to get 10 flower coins can be obtained.



After clearing the big puffy obstacle at the 4th checkpoint, jump immediately to the left.

It's difficult. Move onto the dash rail on the left and head upward from there.

6. Collect the Small Flower Coins

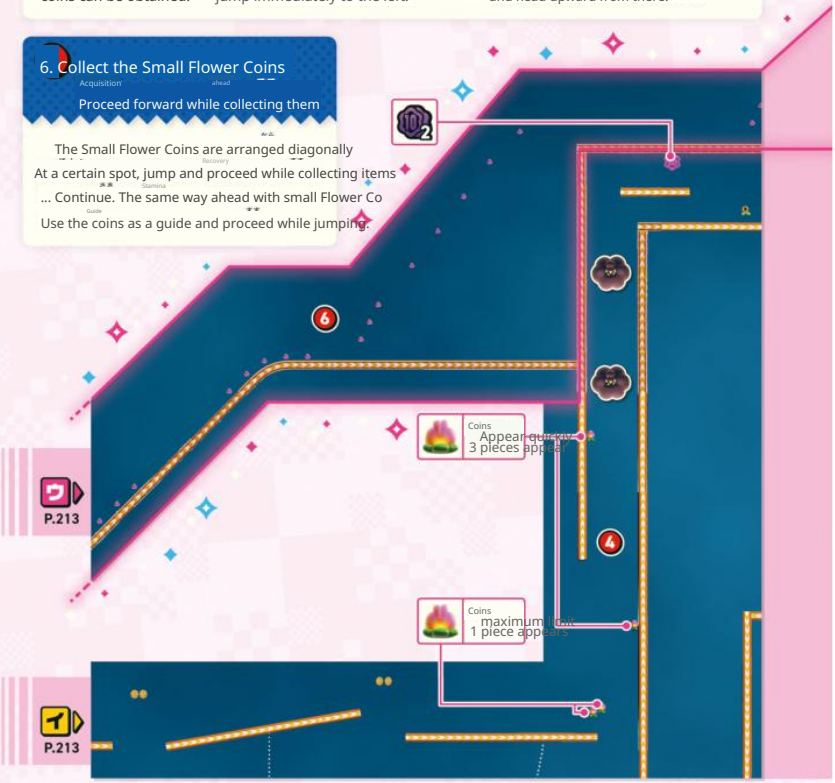
Proceed forward while collecting them

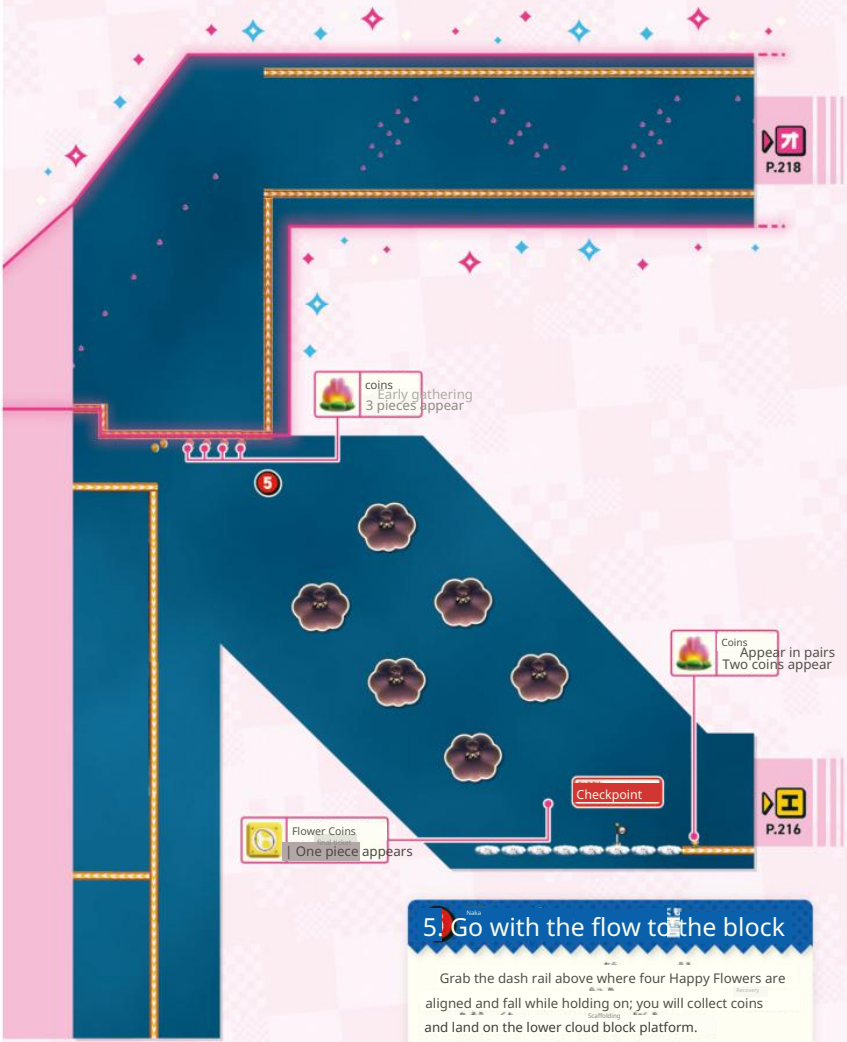
The Small Flower Coins are arranged diagonally

At a certain spot, jump and proceed while collecting items

... Continue. The same way ahead with small Flower Co

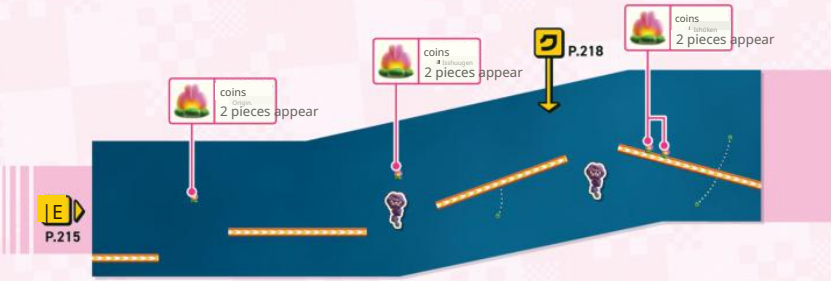
Use the coins as a guide and proceed while jumping.

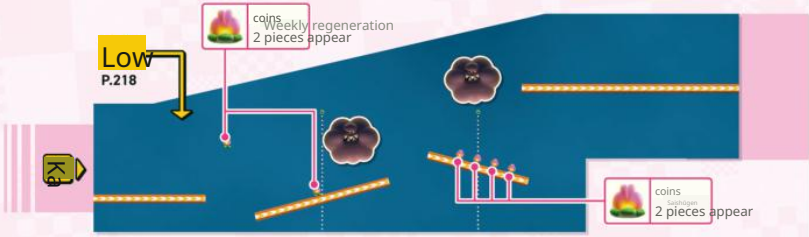




5. Go with the flow to the block

Grab the dash rail above where four Happy Flowers are aligned and fall while holding on; you will collect coins and land on the lower cloud block platform.



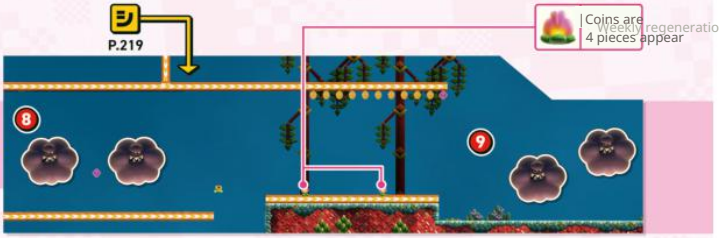


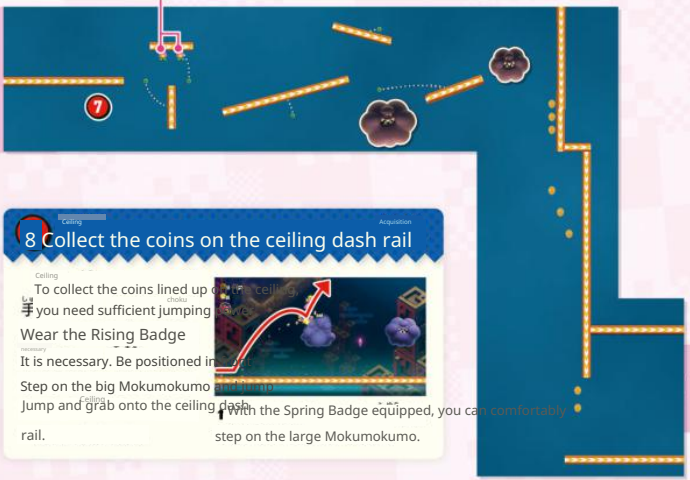
7 Determine where to let yourself go and where to jump

Let yourself go until the pl… are lined up and jump at the spot.

Leave it to momentum, then g… rail ahead

★There are two places where … required. Otherwise, you can proceed smoothly without any …





8 Collect the coins on the ceiling dash rail

To collect the coins lined up on the ceiling, you need sufficient jumping power.

Wear the Rising Badge

It is necessary. Be positioned in front of the big Mokumokumo and jump. Jump and grab onto the ceiling dash rail.

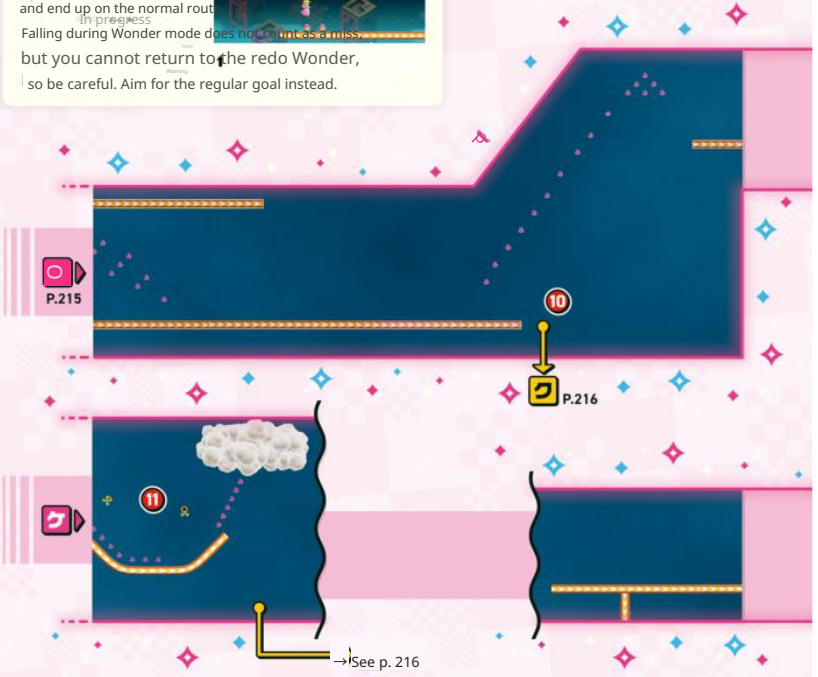
With the Spring Badge equipped, you can comfortably step on the large Mokumokumo.

At ⑨, step on the Mokumokumo to reach the goal

When aiming for the top of the goal, the two in front of the goal should be stepped on in sequence to head toward the goal ball. Go for it. Enemies do not respawn, so you only get one chance.

10 If you fall, return to the normal route

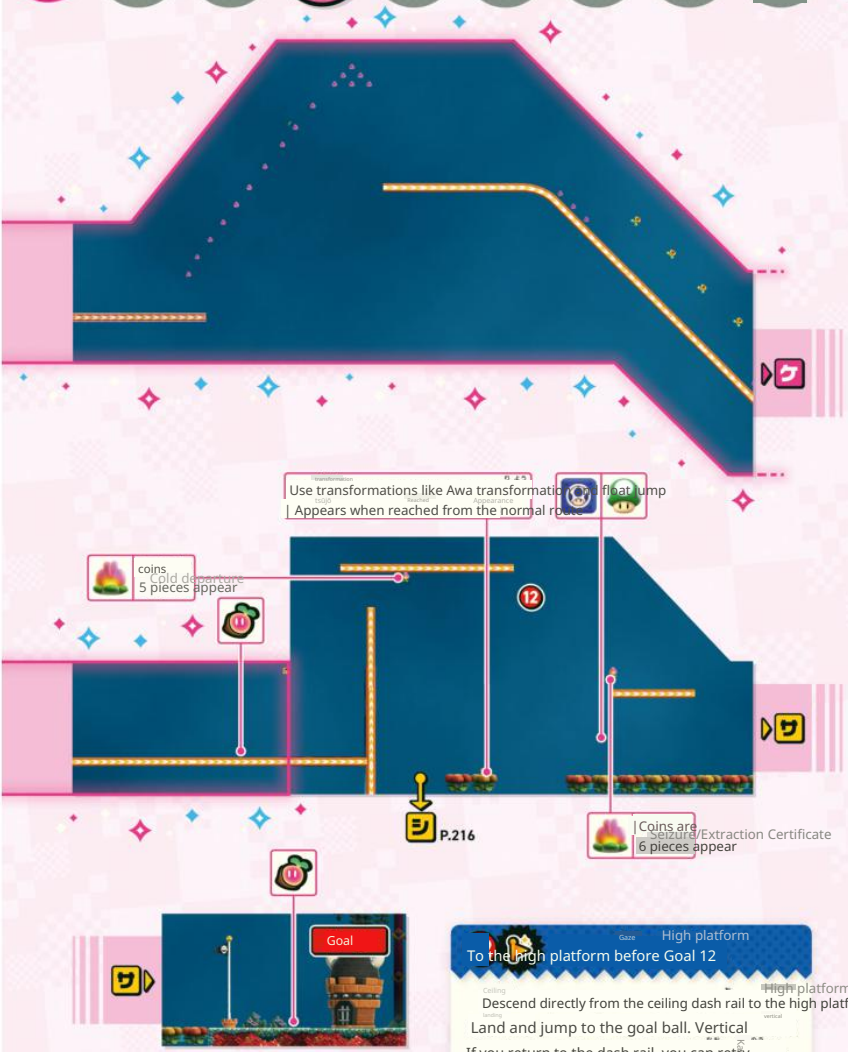
While in Wonder mode, if you fall backward
you will revert from Hoppin's transformed state
back to the normal state,
and end up on the normal route.
Falling during Wonder mode does not count as a miss,
but you cannot return to the redo Wonder,
so be careful. Aim for the regular goal instead.

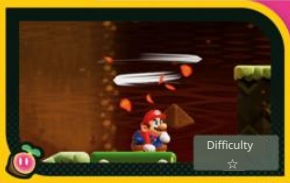


11 Learn to Make it a Jump Dash Rail

Become the shape of a springboard
Dash rail that is ... (Japanese: ダッシュレール)
Jump while ascending
and jump higher than usual
The distance increases significantly.

★ Hold down the jump button to reach the platform ahead.


Use transformations like Awa transformation and flibat jump
| Appears when reached from the normal route
coins
5 pieces appear
12
P.216
| Coins are
6 pieces appear
Goal
To the high platform before Goal 12
High platform
Descend directly from the ceiling dash rail to the high platform
Land and jump to the goal ball. Vertical
If you return to the dash rail, you can retry.



Secret! Badge Challenge

[dai]

Crouch Super Jump Lv.1

Friend Race

Hidden Goal

Appears when you have 4 or more W3 Wonder Seeds

3 Owned

Notable Mechanisms

Enemies to Watch O

Erin

A course where numerous Erins come to block your path.

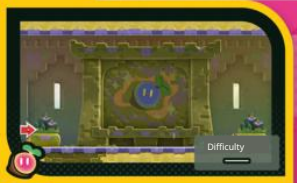
Crouch Super Jump

Master the abilities of the P-badge.

1. Stomp the tall Erin to obtain 10 Flower Coins.

If you stomp the Erin directly beneath the 10 Flower Coi
it becomes obtainable. A crouched big jump cannot be given a run-up,
so time your jump before the hole and jump when Erin is the
closest. The 10 Flower Coins before the goal
The same method works to collect the Flower Coins.

Draw Erin in close enough and then jump. Be careful not to defeat them by performing a hip drop. Take care.



Appearance houmon (visit)
Conditions Visit "Master Poplin's House"

Everyone's Plaza

What Plaza

The secret of the empty plaza

Friend Race | Hidden Goal

Notable Mechanisms

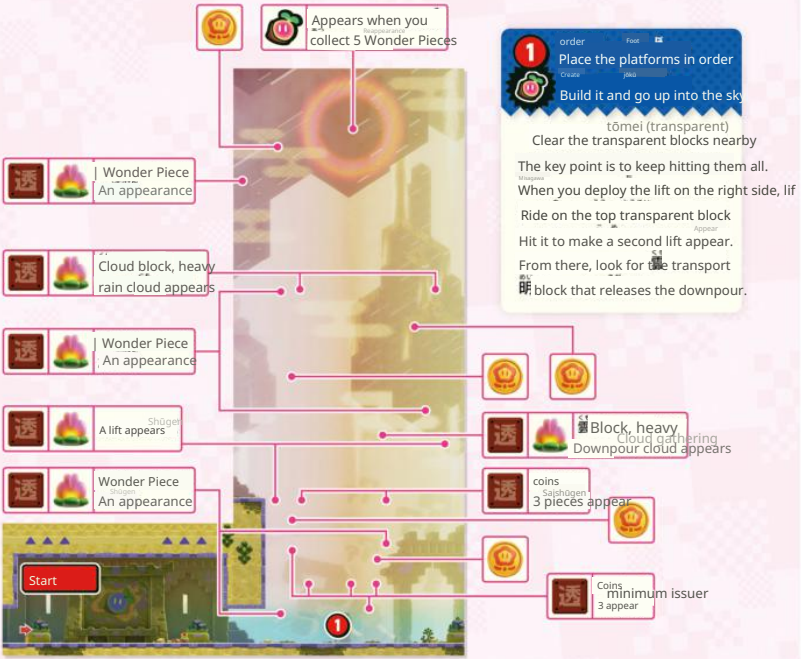
Downpour

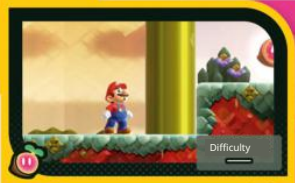
Enemies to Watch Out Fo

A translucent area where various mechanisms and traps appear.

Many blocks are hidden.

Find everything, then head up into the sky.





Take a breather

A Short Break

"To do Back/Inne karamono"

"The Unreachable Treasure in the Depths

Friend Race

Hidden Goal —

Appearance Methora of Choices: Hoppin's Trial

Clear the conditions

Notable Mechanisms

Be cautious of

A tall pipe stands in front of the Wonder Seed blocking the way. Is it an empty space or tōmei (transparent) search for transparent blocks.

1 Hit the invisible block and climb up

Clear the tall pipe

Nine invisible blocks are hidden in the space in front of the pipe

...is arranged, located slightly right of center. Invisible block

Hit the block to make it appear, then climb and go over the pipe

The foot where the snail in the back

The area serves as a hint.

2. If you use a wall kick

In large quantities

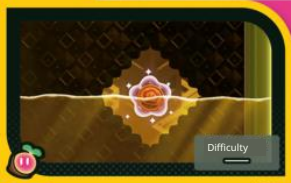
A large number of coins can be collected

If you want to collect all items before clearing, avoid touching the Wonder Seed near the pipe

Collect many

Go down to the back. You can obtain everything with a wall kick.

The topmost coin is also reachable. If you wall-kick off the



Take a breather

Just a little

Miss

Wonder Piece in the Water

Friend Race

Hidden Goal

Notable Mechanisms

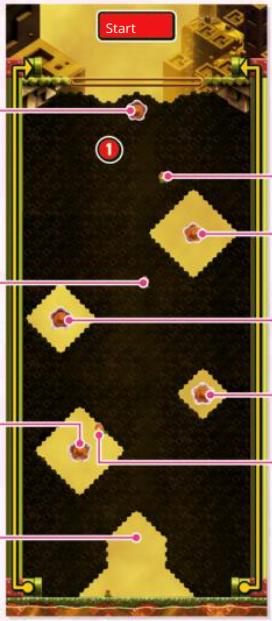
Enemies to Watch Out Fo

Appears in "Aimed-and-Steady Amy's Trial"

Clear the conditio

A course that tests your swimming technique.

Collect the items in the water to obtain a Wonder Seed.



12 coins, flower
1 coin appears

1 coin, 1 flower
One coin appears

10 coins, flowers
One coin appears

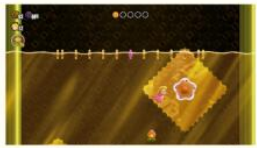
Wonder Piece
Appears when you collect 5 piec

1 Timed to the falling water level

※Item acquired

This course is recommended for equipping the Dol badge. Coins

You can collect items like these all at once at the end, so focus on touching the Wonder Piece and the three Happy Flowers.



⬆ Because the water level keeps dropping rapidly, go Let's start by going over what has been configured.

⬆ Entering a warp pipe allows you to return upward and obtain items you missed.

Take a breather

A Short Break

"nobo

Climb Timer Switch

Friend Race

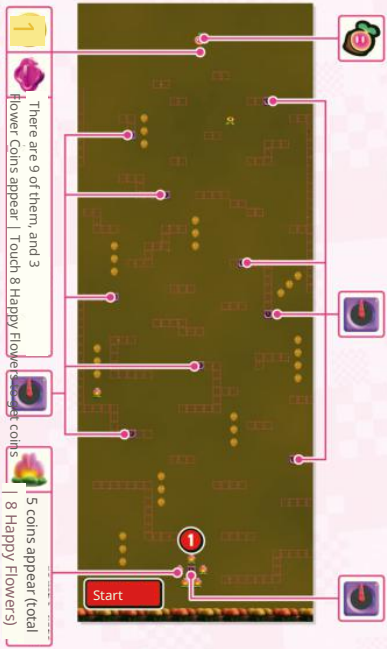
Hidden Goal

Exhibit "Danger of Jumping Out! Trial of Spiky Mountain"
Complete the "Condition Training"

Notable Mechanisms

Notice

Temporarily materialize platforms with the timer switch
places, climb
A course where you grab and hold onto platforms that materialize
Nan Ido
The difficulty level is slightly above average.



① Hit one timer switch
Proceed while it blinks

dotted line
Materialization
time
Short
The time the dotted blocks stay solid is relatively short
Hidden place
So, hit the timer switches located throughout
again
Proceed while doing so. The five Happy Flowers that start mov
will disappear after a short time,
so go interact with them.

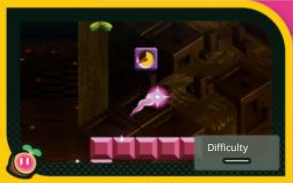
migi-gawa (right side)

1 If you climb the Happy Flower from the right and wait near t
you can easily touch the first five.

The upper part can be stepped on
and you can proceed to the next

Of the timer switch

official name
*This is not the official name



Take a breather

A Short Break

Dash to the timer switch

Friend Race

Hidden Goal

Appears: "Konbei and the Starry Sky Crossing Trail"

Clear the conditions

Attention

Notable Mechanisms

The timer switch holds the key

A certain course. There is plenty of time to redo it, so proceed calmly.

1. The hidden block

Blink to create a platform

dotted line

Wonder Seed causes dotted blocks to appear

Obtainable by securing footholds. There are immersion switches to the left and right that allow a certain degree of n

Then let's rework it.

W4 Hiderī Desert

Let's find the course hidden in the desert

The Hideri Desert is a field covered with sand

The tall, towering building serves as a landmark

There are multiple courses featuring mechanisms such as mirages and sand dunes.

Because it has been made invisible due to け,

Find and clear them. There is also a hidden general

store at the end of routes that are hard to find.

① Majirō's Push-Aside Promenade	P.229
2. Unravel It! Lying Dormant in the Pull Desert	P.234
③ Watch Your Head! Rolling Corridor	P.239
6. 1, 2, 3, Jump! Hakun Dancers	P.245
⑤ Boosuke Swims Whirl Sand	P.248
⑥ Koroboo-Filled Desert Crossing	P.252
7 Where Is This?	P.256
⑧ Push-and-Puzzle: Oshidashi House	P.261
⑨ Boosque Sky Adventure	P.266
10 Badge Challenge — Hat Parachute Lv.2	P.271
1. Badge Challenge — Crouch Big Jump Lv.2	P.274
1 Master Badge Challenge: Transparent Lv.1	P.276
⑬ Palace of the Hideri Desert	P.278
14 Ruins Museum	P.284
10. Everyone's Plaza: The Secret of Pipe Plaza	P.286
10 Treasure of the Small Resting Room	P.288
⑦ Just a Bit— Jump Stand	P.289
18 A Short Break: Rampaging Chorochu	P.290
1 Short Break: Boosque and Wonder Piece	P.291
20 A Short Break: Jumping and Playing in the Music Room	P.292
2. Take a Short Break — Disappear into the Shadows	P.293
2. Popplin's House in the Hidelie Desert	P.227
23 Odd Jobs Shop	P.227
24 Odd Jobs Shop (Hidden)	P.227

Popplin's House Information *1

Additional Information

When you arrive at the Hideri Desert, first head to the area near the entrance (②) and proceed onto the roof of the building.

Visit the "Popplin House in the Hidery Desert". There you will find a broken bridge, so the Flower to fix it and receive a Wonder Seed. Have it repaired using coins.

You cannot enter the Hidery Desert. If you do not obtain the seed, you cannot change the Wonder Seed from the Popplin.

Then, repair it and proceed to the Special World. It is connected.

General Store Information

Map information

×4

The two-step jump and speed-up barrage are only sold in the Hidery Desert, so save up Flower Coins to buy them. What

The shop (hidden) is located in a hard-to-see spot on top of a build

Check the route in the photo below, and 3

Let's go buy three Wonder Seeds.

Sample product
Items for Sale

2-Step Jump	100	1 UP Mushroom 5	20
Wonder Seed	100	Panel Lottery	10
1UP Mushroom 5			

Main product
For sale (Hidden)

Speed Up	10	Wonder Seed	100
Wonder Seed	30	Wonder Seed	200

Route to the Handyman (Hidden)

Alternatively, after clearing ⑥ you can proceed straight, which allows you to reach the top of the building.

After reaching the top of the building, head to the western side of Bares, close to ⑨.

Next to the shop passage, turn left and there is a general store (hidden).

① Hidden Coin Information ①

Desert Secret Information

The mechanisms that hide courses in the Hideri Desert contain secrets that can appear. Also, sand falls can be passed through — mountains, sand falls, mirages, Question Mark Doors, and Question Mark Panels — to create openings that allow access to the courses beyond them.

there are four types, and multiple courses use these It is an assembly. Regarding the question-mark door under the build

It is hidden from view due to a device/mechanism. there is a procedure required to open it, so see below

Among the[illegible] the mountain and the mirage become visible as[illegible] yet, check the contents of our

Sand mound

There are three sand piles on the west side of the map, and by approaching ③—when you clear ③—the[illegible] you can enter to take on a challenge.

Flow of

Near the center of the desert there is a[illegible] A little to the north there is a sand waterfall. There is a house, and[illegible] appears after clearing ④.

Ginger steam tower

On the east side of the[illegible] ①, ②, ⑩, and ⑯ ar All of them except ⑩ appear when approached, and ⑩ appears after clearing ①.

Question Blocks and Question Panels

To open the Question Door, you must stand on the three Question Panels and activate all of them. The first panel is in front of the Question Door, the second is in a shaded part of the building on the east side, and the third is where the southern Poplin is[illegible] located in the desert.

When you activate 13 question-mark par the question-mark door will open and yo will be able to enter. The three Question

Captain Toad Information

In the Hideri Desert there are two hidden pipes. One is W3 "Ogon Waterfall" and the other it connects to W5 “Kinkin Quarry,” which can be useful for shopping at the general store.

You can meet Captain Toad at each location. For each place you will receive 50 Flower Coins, so

There is a pipe that connects to the "Waterfall". Open the question-mark

There is a pipe leading to the "Quarry

Turn over after the repaired section

Appearance: "Poplin's House in the Hideri Desert"
Condition: Visit

There are many wilted flowers, so proceed while watering them with entry jars or by using the elephant transformation.

Out of the way

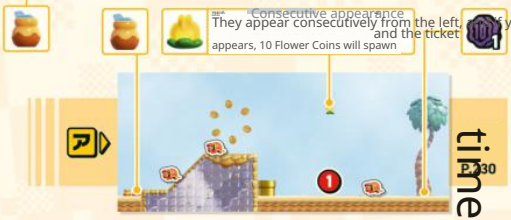
Majirō's Promenade

Friend Race

Hidden Goal —

Notable Mechanisms

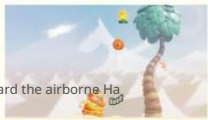
Enemies to Watch Out For



P.230

1. Catch Majirō and touch five Happy Flowers

When you touch a Happy Flower floating in the air, the next Happy Flower appears, repeating this sequence, and on the 5th one, 10 Flower Coins will appear. After stomping the nearby Majirō, pick it up and kick it up toward the airborne Happy Flower.



◆ When transformed into an elephant, use the trunk swing to Majiro Launch — into the air and you can easily reach the Happer.

2. Take it so you don't fall

When collecting 10 Flower Coins, fall and ...
Again / Retry
Again / Retry
If you do, you'll retry until you restart the course
Cannot change. 10 flower coins on the vine to the left
Jump from a slightly lower position.

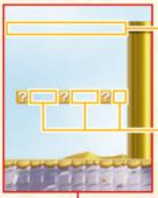
Fountain Pipe
An appearance
coins
4 pieces appear
Flower Coins
1 piece appears
Propeller Flower
Wah Appears

Wonder Flower
An appearance
Chattering Flower
Flower Appears
Coins
6 pieces appear

Minato Museum
"Fountain Pipe
An appearance

3. Aim for Majirō

Kick the Majirō that comes out of the pipe toward the cactus box
box, and hit it.
Break two cactus boxes, then
jump on the remaining two and leap to get the 10 Flower
You can obtain the coins. Note that while transformed into an eleph
break cactus boxes directly.



There are three transparent (horizontally long) blocks,
Three coins appear for each

tōmei (transparent)
There are five invisible blocks,
and a quick dash
One coin appears in each

times

Four coins Flower
One coin appears

Quick sortie

P.232

4 You can pass safely while Sambo is climbing the high platform

High platform Safe Passage

Sand area

At the place where Sambo shuttles between the sandy area and the high platform, Sa

Climb the high platform

Dash through while Sambo is climbing the high platform

While transformed, body large

You can do this. However, while transformed into an elephant, your body is large,

If you try to pass through, you'll bump into things, stopping progress while defeating Sambo with your stuff.

and proceed.

Climb the high platform

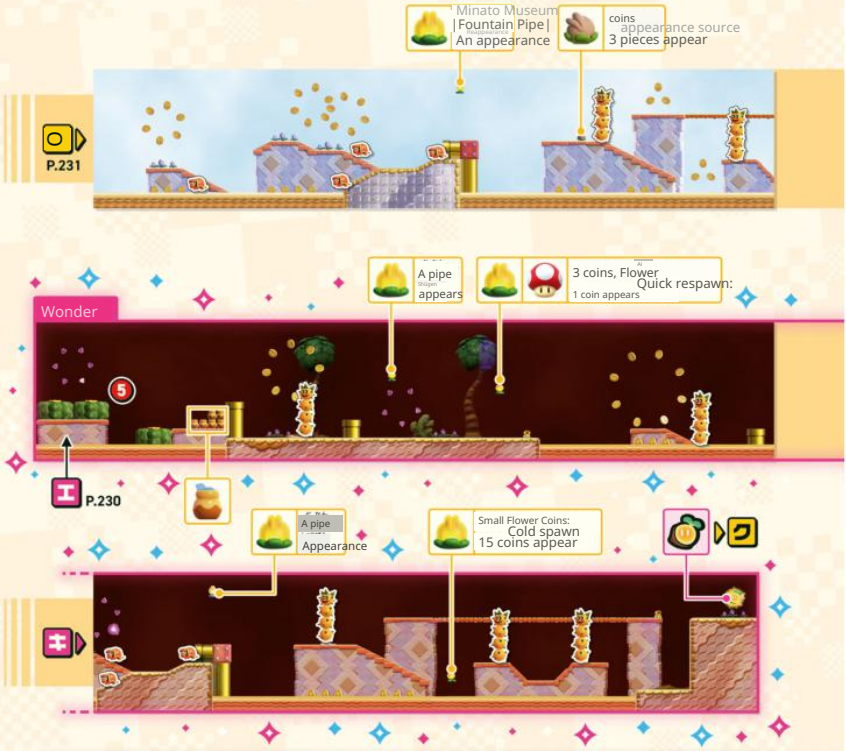
◆ Wait for Sambo to climb onto th

, then wait and go underneath it

to pass through. While transforme

Except for the transformed body, t

there is nothing to worry about.

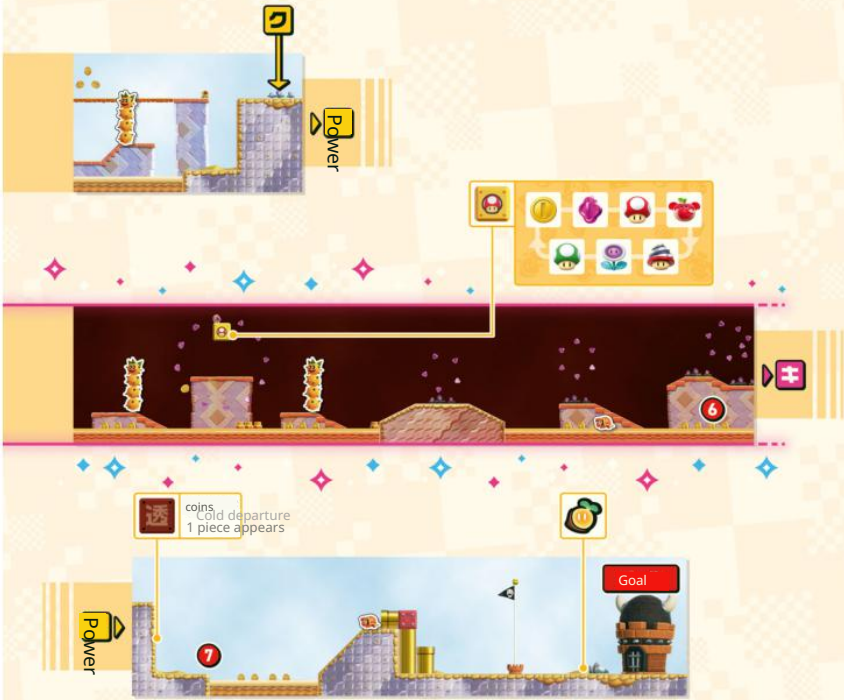


5 Proceed while watching out for sped-up enemies

During Wonder, time flows faster and enemies also spee Learn the timing for dodging. Note that quickly
Zoom in closely. Play with the same feeling as you do normally. Samba are hard to avoid with jumps, so if you cannot defeat
If you stay there, you are likely to be hit by enemies, so watch the enemies' movements carefully. It is safer to go underneath the platform and pass by.

The sped-up Majirō is dangerous. Once it stands up Stop and wait, then proceed after avoiding it.

Roulette Pro
High Speed
The hitbox will also speed up. If there are items you want, aim for them during normal times.



6. Beware of the soil where Majirō emerges

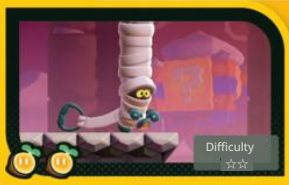
The Majirō that emerge from the ground roll across the top of the high ground.
wait below as shown in the photo, let it roll by
and after confirming it has passed, proceed forward.

★A Majiro will emerge from the pipe at regular timing. Wait until the Majiro disappears.

7 Get past the Majirō and head up to the hi

After the high ground on the high ground before the goal; the playe
When it spots you, it rolls down. If you make a mistake at the end
Carefully dodge so you don't get turned around, and proceed to t

◆ Once you dodge it, the pipe ahead will not release another Majiro, so you can relax.



Appearance of "Hidery Desert Popple's House"
Visit

Multiple pull-strings and pull-switches are present. Use them to change the course and proceed.

Uncover the Mystery!

Desert

The Riddle Sleeping in the Pull Desert

Friend Race

Hidden Goal

Notable Mechanisms

Pulling Thread

Pull Switch

Enemies to Watch Out For

Maki Maki

Meri Condor

Coins are 4 pieces appear

The platform rises, and returns after a period of time

One Flower Coin appears

P.236

The platform rises and returns after a period of time
Return to the beginning. Eight coins ap

2. Run through under the rising platform

Pulling the pull switch raises the platform and moves the Makimaki and Goomba upward as well. The platform gradually returns to its original position over time, so before that, dash through underneath the platform.

1. Makimaki is not scary when transformed into a drill!

If you burrow into the ground while transformed into a drill, you can pass safely without touching enemies.
Also, if you jump from beneath an enemy
Because it can be defeated immediately, there's no need to unwrap the bandages, making it easy.
They may appear coming out of the ground, so when you find one,

If you burrow into the ground while transformed into the Drill, you can pass without having to jump over the Whirlwind

10
Pipe Appearance Right
A pipe appears and returns after a period of time.
Coins
6 pieces appear
Flower Coins
collection
One appears
The sand sinks and returns after a period of time. 10 Flower Coins,
A Chatty Flower and 6 coins appear.
3

Sink and collect it.

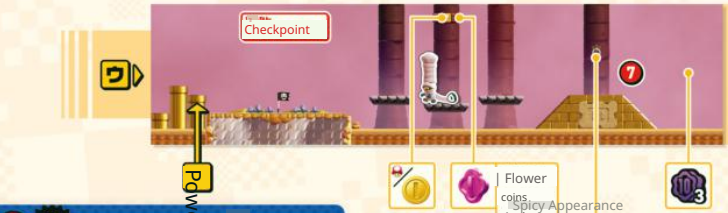
Pull the pull switch all the way and the sand will ...
When you dig, you can find 10 Flower Coins buried in the sand.
The sunken sand will return over time.
...so, before that, dash over and grab it.

4 Drill Acid Body Is Safe Even for Merikondoru

When Merikondoru notices the player, it descends from the air.
It rushes toward the ground, but if you transform into a Drill and dig into the ground you can pass by unnoticed. Also, Merikondoru even if that happens, you can defeat it by striking Merikondoru with the drill part of its head.

5 Make a roof with the pull switch

If you pull the pull-switch at this position, the platform rises up into a roof-like shape and blocks Merikondoru's charging. When the platform returns Dash forward and pass through the Merikondoru area while collecting the ten coins that appear.



6 Use the Makimaki as a stepping platform

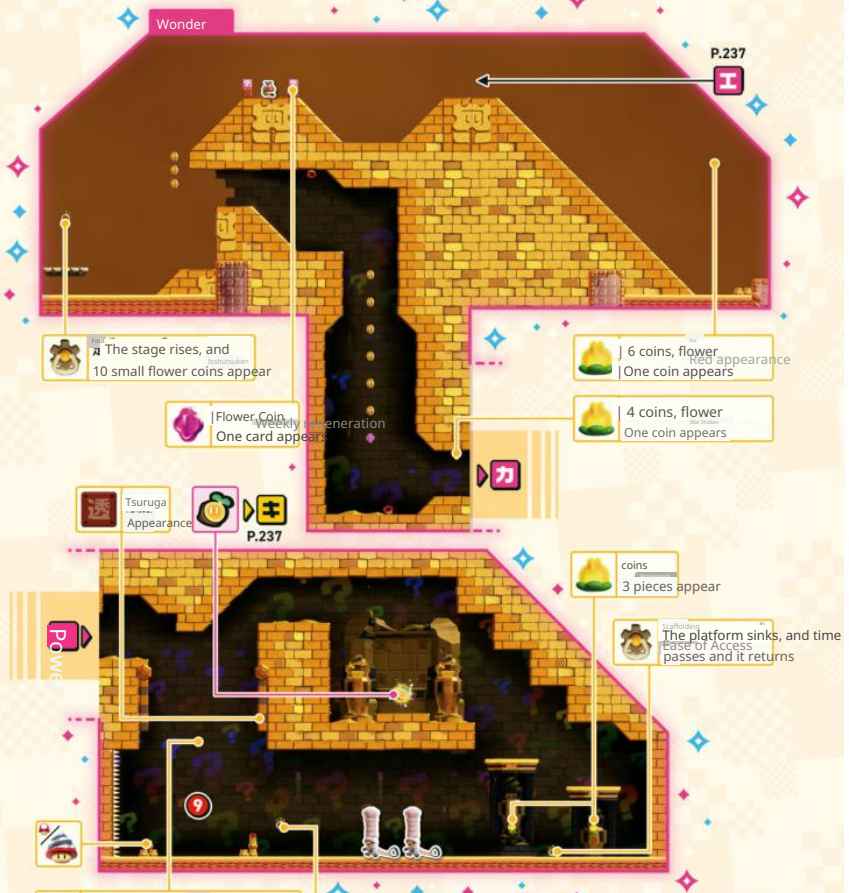
There are 10 Flower Coins located at a fairly high position.
A dash jump can't reach them, so use a Makimaki
Step on it to jump high and grab it. Note: Drill change during transformation
If you are inside the body, you can slip under the ceiling a

First, loosen Makimaki's bandage a little
It's good to adjust it to a height that makes it easy to use as a

Make it appear with a pull switch

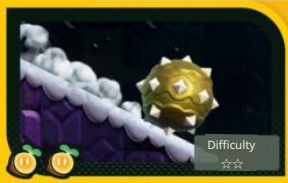
When you pull the pull switch located on the trapezoidal platform
They float up from the sand as ten Flower Coins.
They rise up. When you release the pull switch, they slowly sink, so
they slowly sink, so take them before they go back into the sand.

Flower Coin
One lantern appears
Cold shuken
Flower Coins
One appears
Mine spawn
The pipe rises up,
Elapsed time
Return after elapsed time
ウ
coins
3 pieces appear
Weekly reset
6
10
2
P.238
Pull switch,
three coins appear
Appear
The platform before the goal rises
がり、and returns after a period o
8
オ
P.238
カ
Goal
キ
Scaffolding
8 Raise the platform before the goal
Appearance timing
Make it appear and jump
If you touch the Happy Flower just before the go
a pull switch will appear,
and pulling it raises the high platform.
Dash onto the high platform before it sinks
and grab the top of the goal.
High places climb



9 Escape from the approaching wall

When you enter the pyramid and fall, a spiked wall starts moving. Dash to the right to avoid hitting the wall, and climb the platform lowered by the pull switch to escape.



Middle of the [illegible]

Mind your head!

"Corridor"

Rumble rumble

Friend Race

Hidden Goal —

Appearance: Step on the three question mark panels to open the ? door

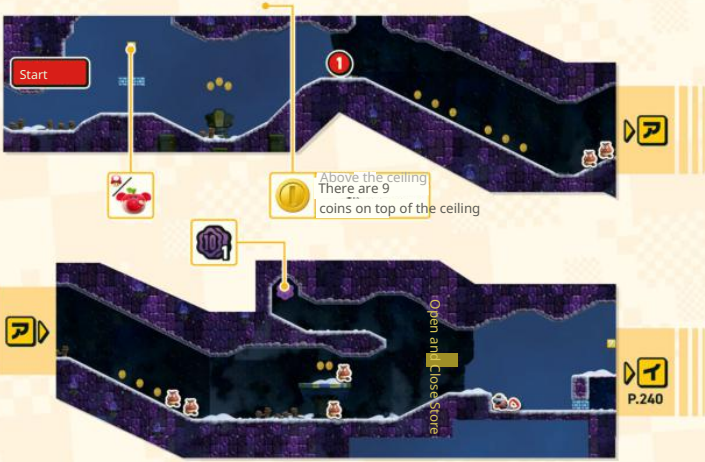
Rolling boulders fall in various places; if they hit, both the player and enemies take damage.

Notable Mechanisms

Rolling Boulder

Enemies to Watch Out For

Small trickle



1. Proceed while avoiding the rolling boulders that come toward you

Rolling boulders fall from gaps in the course ceiling locations are scattered throughout. There are multiple such locations. The rolling boulders roll down slopes. Not only that, but there are also places that move back and forth, so

proceed while avoiding them. While transformed into the Elephant, if you hit a rolling boulder with your trunk swing [illegible] good use of this.

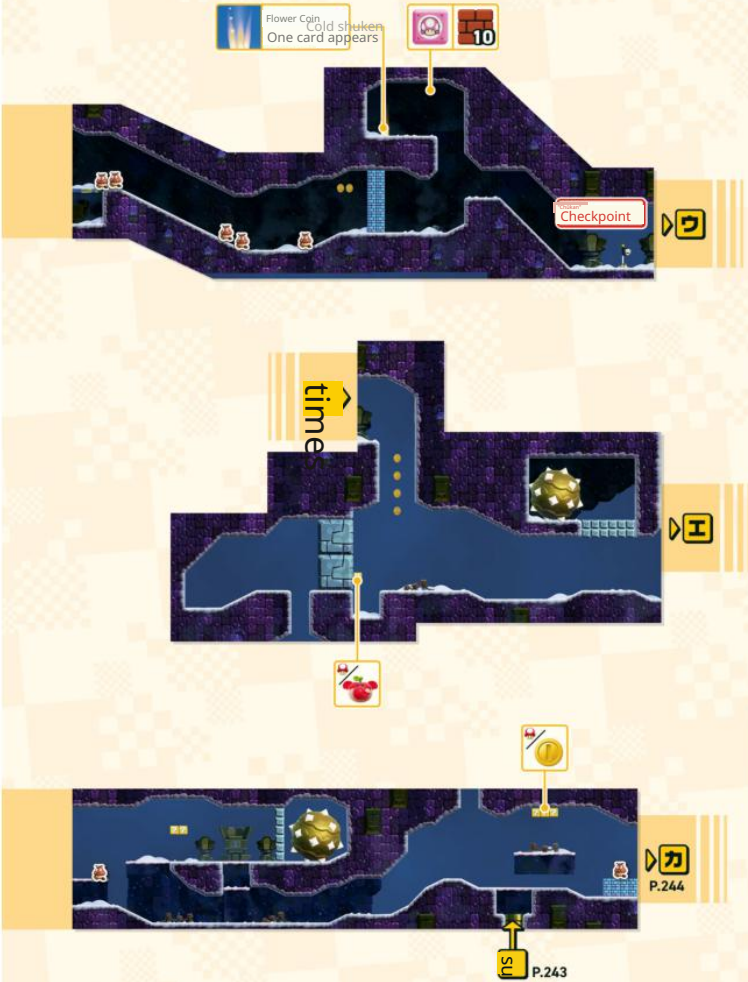
Flower Coin
One card appears
appearance source

Charge
2 Make the Chorochu charge forward
Scary
2 Break Brick Block

When you pull Chorochū's tail, it turns toward
Direction Charge
They charge in the direction in which they are facing. Use this to (sc
Break the rock to obtain 10 Flower Coins from it
Use Ashiba
Proceed into a certain underground area. Also, if
you hip-drop the brick block on the upper platform
to reveal a 1-UP mushroom, you can pick it up along with the 10 Flo

Transforming
While transformed into an e
crouching
With a swing attack,
Brick Block
Can be destroyed.

Combined


Flower Coin
Cold shuken
One card appears
10
Checkpoint
ウ
time
エ
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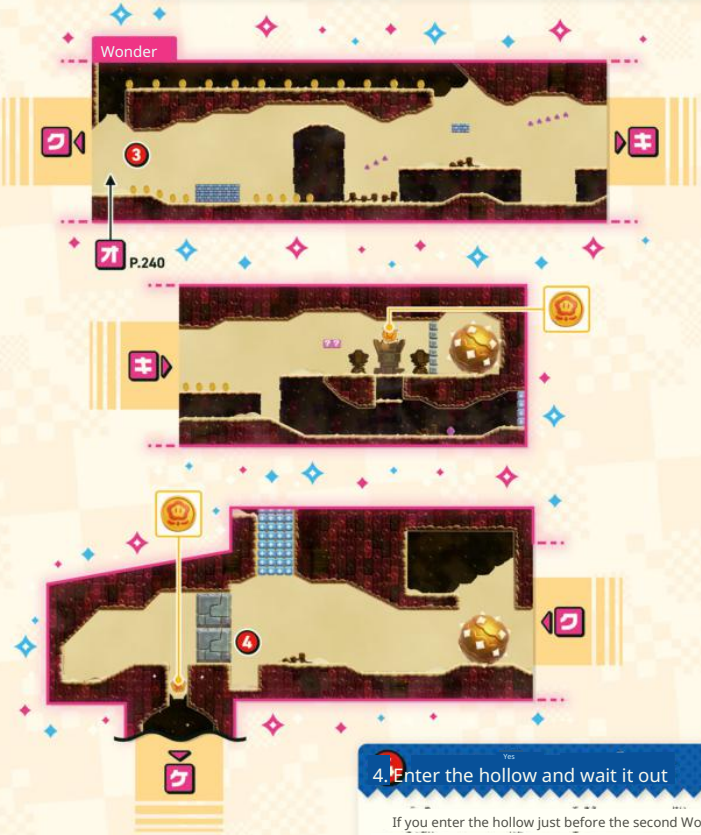
P.244
キ
P.243

33 Slide and jump to obtain a Wonder Piece

Acquisition

When you touch the Wonder Flower the course tilts to the right and a gigantic rolling boulder begins to roll. While sliding down the slope, ...

...jump using the Flower Coin as a marker and aim for the Wonder Piece. Picking up the first one ...will cause the tilt to change to the left.



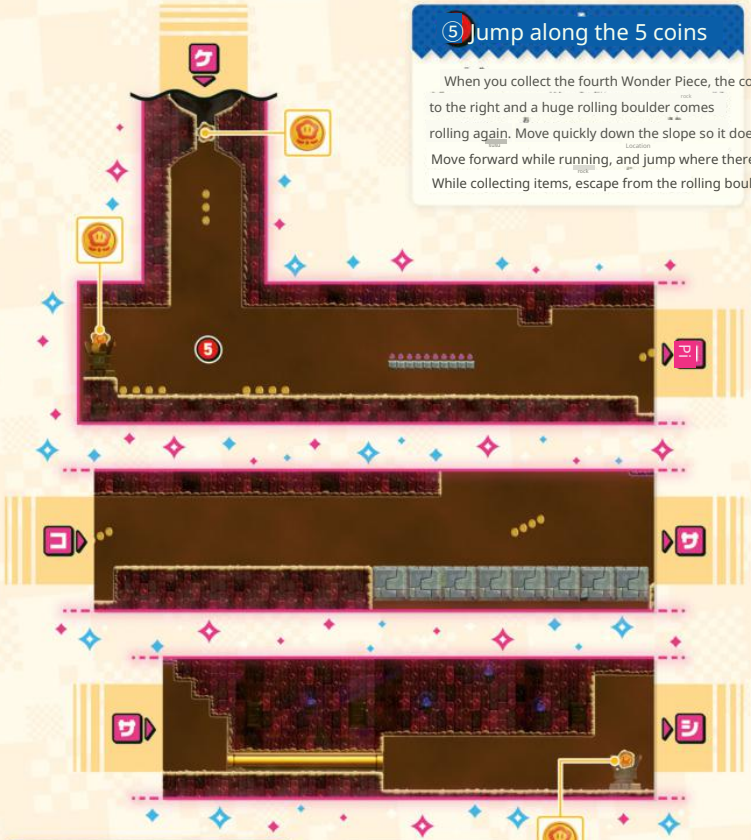
4. Enter the hollow and wait it out

Yes

If you enter the hollow just before the second Wonder Piece you can let the giant rolling boulder pass by. After that drop down from beyond the broken block.

⑤ Jump along the 5 coins

When you collect the fourth Wonder Piece, the course tilts to the right and a huge rolling boulder comes rolling again. Move quickly down the slope so it doesn't catch Move forward while running, and jump where there are coin While collecting items, escape from the rolling boulders.



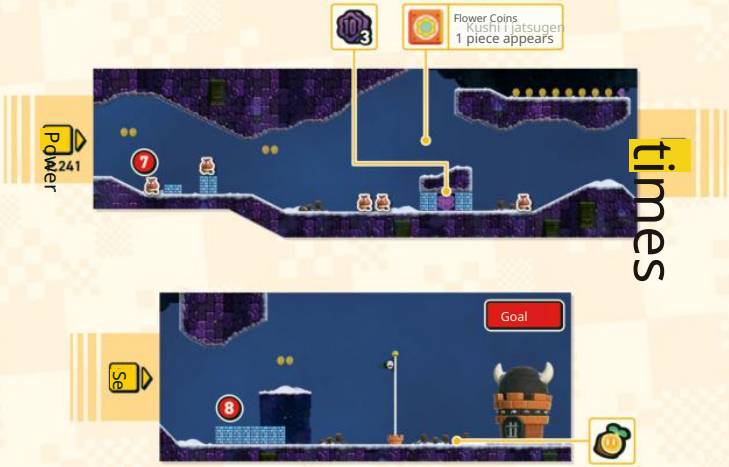
6 When you obtain a Wonder Seed

A warp pipe appears

When you collect the fifth Wonder Piece, a Wonder Seed will appear. Wonder After taking the Wonder Seed, enter the pipe that appears and return to the normal route.

Wonder Piece
Appears when you collect 5 pieces

SU P.241



⑦ Chase the rolling GoroGoro (rolling) unit as it moves away

If you chase the rolling rock, it will defeat the Goomba ahead and also break blocks. When the rolling rock breaks the block past the slope, collect the 10 Flower Coins. The coin locations on the nearby ceiling can be reached by using the hidden blocks as footholds.

The rolling rock will return beyond the 10 Flower Coins, so ride the platform just above to av
Ride the platform to dodge.

8 Get on the block ahead of the rolling rock to reach the higher platform.

As you approach the goal, rolling rocks fall from the ceiling and will break the brick block in front of the goal ball. If this block is broken, it becomes harder to reach the high platform needed to aim for the top of the goal, so dash

The coins on the ceiling
From the inn's location
If you fall down, you can easily get on top of the block.
You can climb onto

By using a dash jump and an aerial spin , you can directly reach as well, allowing you to go str
up to elevated platforms.

Appearance: "Poplin's House in the Hideri Desert"
Condition: Visit

1, 2, 3 — Jump!

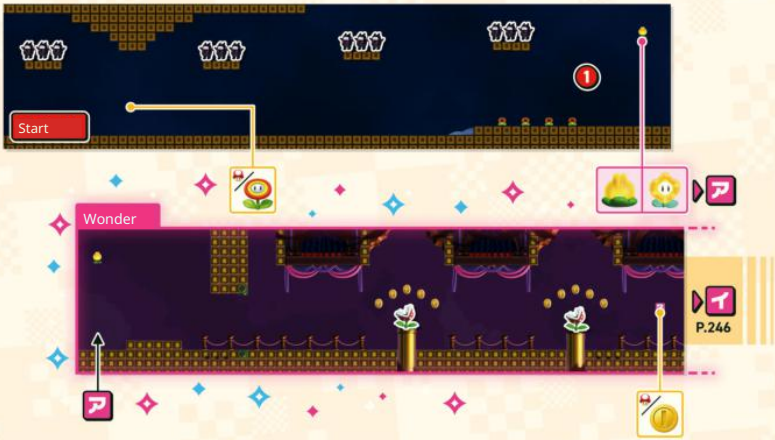
Hack'n Dancers

Friend Race | Hidden Goal —

This energetic course rewards well-timed jumps in time with the flowing rhythm.

Notable Mechanisms

Enemies to Watch Out For



1. Jump to the rhythm!

Time your jumps with Hakkun's call

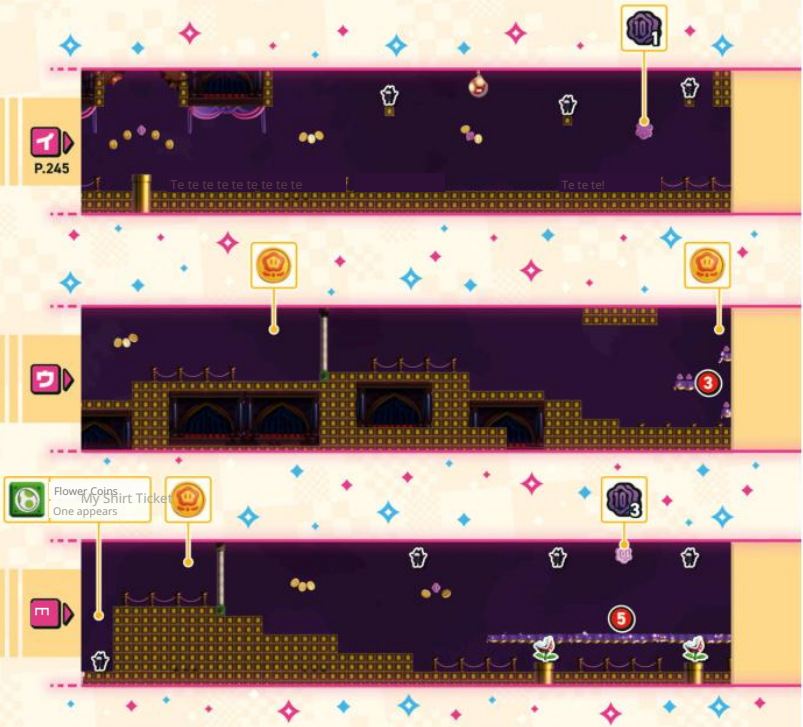
If you jump at the right time, you can land on platforms well or dodge enemies and so on. Also, successfully timed jumps create excitement

Increases one level at a time, reaching the highest rating "Fantastic" at the 4th level

It will happen. If you fail, the excitement level returns to the beginning.

★ When the excitement level reaches Best, you receive 4 coins, and after that you receive 1 coin each time a jump succeeds.

Failure



② Time your jumps well to make the platform rise

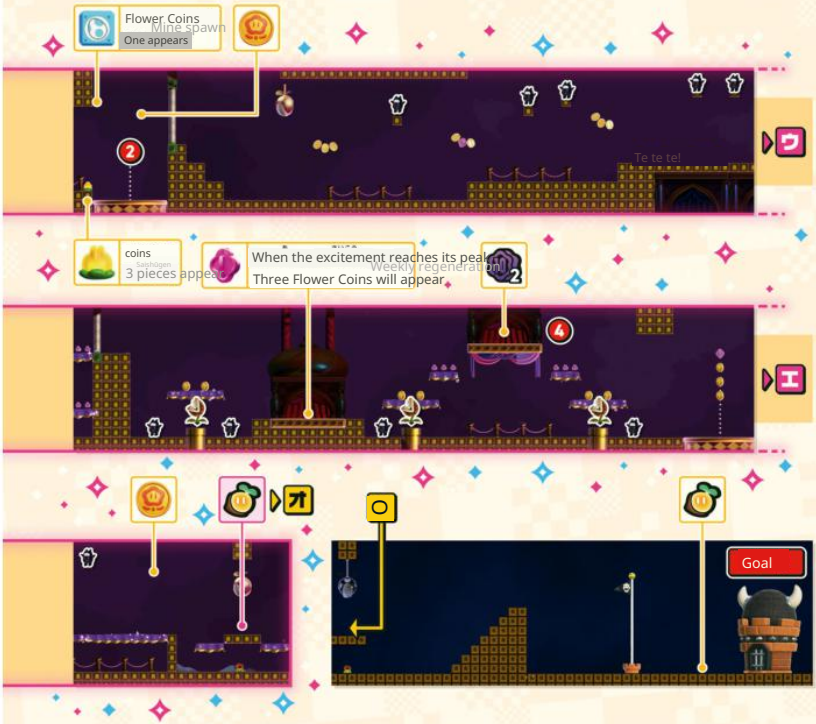
The platform that holds the first Wonder Piece is designed to rise gradually when you successfully time your jumps, but it will return over time.
Therefore, try to succeed in consecutive jumps.

⬅ Succeed three times in a row and you will collect Wonder Pieces while rising to a height that allows you to move forward.
It will ascend.

③ Move forward by keeping to the rhythm

The platform at the location of the second Wonder Piece appears so you can land on it when you time your jump correctly.
It spawns when timed correctly. Even if it is not present at the mom
They appear at that time, so feel free to jump.

➡ Regardless of the presence or absence of platforms and don't be deceived
It is essential.



4 Appears when the excitement is darkn ⑤

The second set of ten Flower Coins appears when the excitement is at its highest and the curtain opens to reveal them. Proceed by crossing the platforms that you can land on after a successful jump and advance to the location where the ten Flower Coins are found.

Under the platform there is a Fire Flower. Plant so avoid jumping directly above the pipe.

3 Jump to cross over the platforms

A long platform that you can land on after a successful jump co There are 10 Flower Coins along it, so skillfully jump across and collect them. Ten Flower coins are the Wonder Piece located beyond the coins.

★ Even if you fail, by timing a jump well on the spot you can return to the platform.

Boosuke-ku

Desert

White Desert

Friend Race

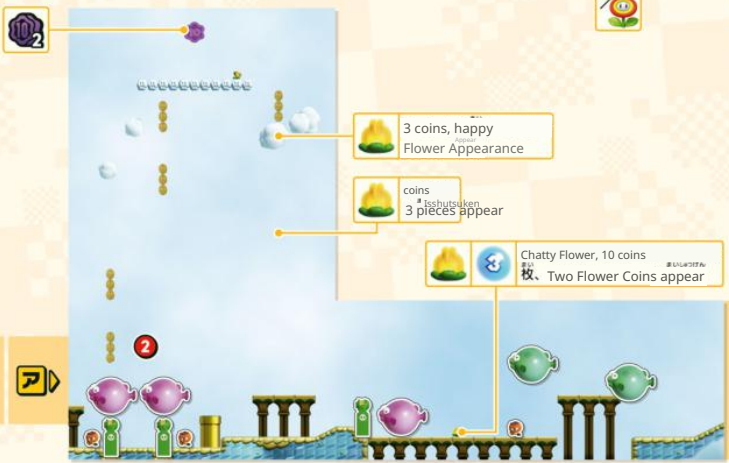
Hidden Goal —

Appearance of "Hidery Desert Popple's House"

Condition: Visit

Enemies to Watch Out For

The balloon-like enemy Boosuke appears here. Skillfully using this Boosuke is the key to clearing the course.



1. Learn Boostuke's characteristics

Even if you collide with Boosuke, you will not take damage
Target: Hajitokusei

There is no such effect, but it has the property of repelling any ta
Also, if you ride on the upper part of the body you can jump high
Remember that hitting it from below can sometimes break it.

There are multiple places where Boosuke pushes the Kakibō. Even tho don't let your guard down.

2 Use Goosuke as a stepping stone to reach the sky

jimen (ground)

launched upward from the two Boosuke cannons on the ground.

fired upward. Time your landing for when Boosuke is launched

Renzoku (consecutive)

to ride on top, stomping repeatedly to ascend

Let's ascend. If the first Boosque begins to deflate at that time,

switch to the neighboring Boosque.

3 The Boosuke coming from above can be

At certain timings, Boosuke flies from top to bottom. If you hit Boosuke on its side you will be knocked back and likely lose a life, so proceed while hitting and defeating it from below. If transformed into Fire, you can defeat Boosuke with Fireballs, making progress easier.

4 Defeat the glowing Boosuke

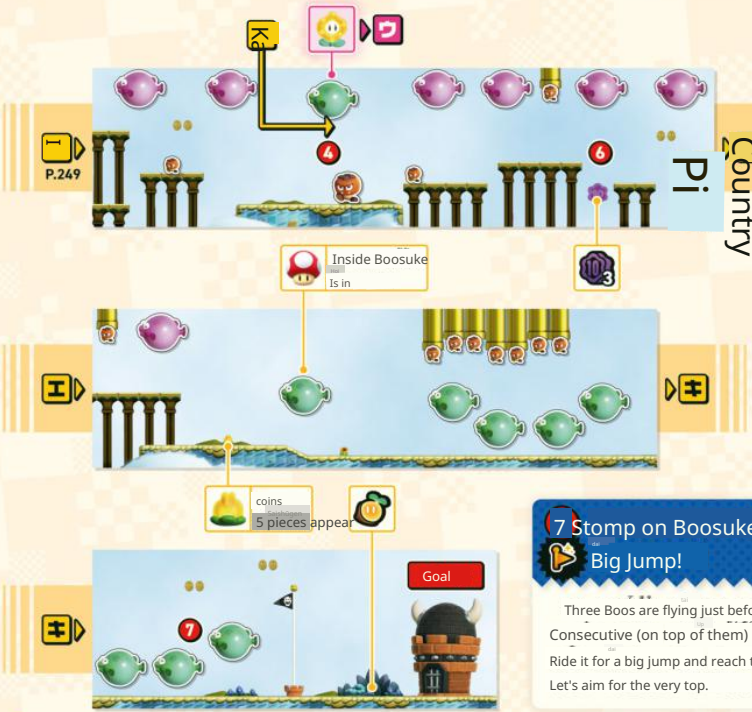
From above the place where the large Kakibō is located, down and a glowing Boosuke slowly moves toward you. In that There is a Kani Wonder Flower inside, so hit it from below or defeat it with a fireball to collect it.

Glowing Boosuke
If you miss it, back away once and then return.
and reappear.

66 Use Boosuke as a stepping stone to return

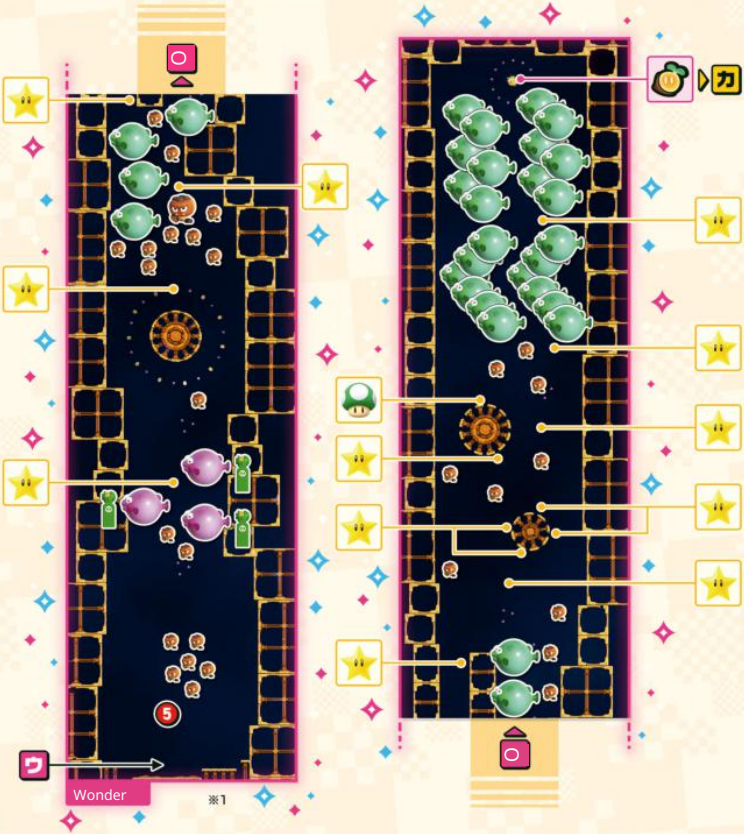
Five 10 Flower Coin a little above can be obtained by using the Boosuke that flies from the right. When the Boosuke arrives, move forward and fall. While collecting the 10 Flower Coin, stomp the Boosuke an

When Booske reaches this height and moves forward to fall, it will be just the right tim



7 Stomp on Boosuke Big Jump!

Three Boos are flying just before the goal
Consecutive (on top of them)
Ride it for a big jump and reach the goal
Let's aim for the very top.



renzoku (consecutive)

5. Proceed while consecutively collecting Super Stars

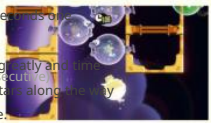
Transform into a balloon and ascend, and within 130 seconds use the dash seed.

Aim for the dash seed. Move quickly using the dash button

Can move. When hit by a Boosuke (Boosuke), it bounces greatly and time

It will be a loss, but if you consecutively grab the Super Stars along the way

If you proceed, you can advance while defeating Boosuke.



tōmei (transparent)

◆ Inside the transparent boosuke

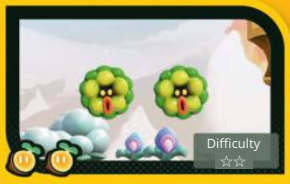
Supermarket located inside

Grab the star and become invincib

Proceed while keeping the current

maintained.

※Because the wonder in this course is a very vertically long map, the in-wonder map size has been reduced compared to the nor in the display.



Difficulty ☆☆

Full of Koroboo

Lost "Bridge

Desert Bridge Crossing

Friend Race

Hidden Goal —

Appearance of "Hidery Desert Popple's House"

Condition Visit

Notable Mechanisms

Lanwan
Trampoline

Enemies to Watch Out For

Koroboo

Koroboo with Tricky Movements

Many Appearances

A large number appear. Move carefully

Watch the trees and proceed while avoiding them.

1. Beware of Goombas pushed out by Koropu

Warning

Koroboo rolls a little, then jumps, and ma

The enemy makes a slight rolling movement. Also, Koopa Troopa's

There is often a Goomba where it lands, and

in that case the Goomba will be pushed out and quickly

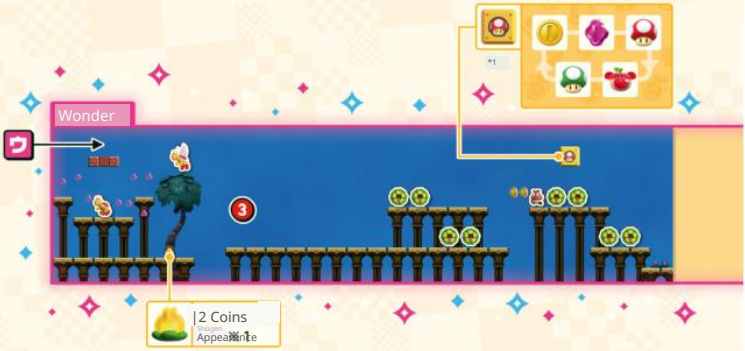
move a fixed distance, so dodge to avoid being hit.

If transformed into Fire Mario, you can safely proceed by throwing fireballs while moving to defeat Koopa Tro

② Step on the red Paratroopa to get 10 Flower Coins

The 10 Flower Coins located between the triangular trampolines will fall and cause a miss if collected directly, so use the near red Paratroopa. After collecting the 10 Flower Coins, jump by stepping on the red Paratroopa and land on the adjacent triangular trampoline.

When the red Flap-Flap comes under the 10 Flower Coin, it's your chance. Jump toward the 10 F

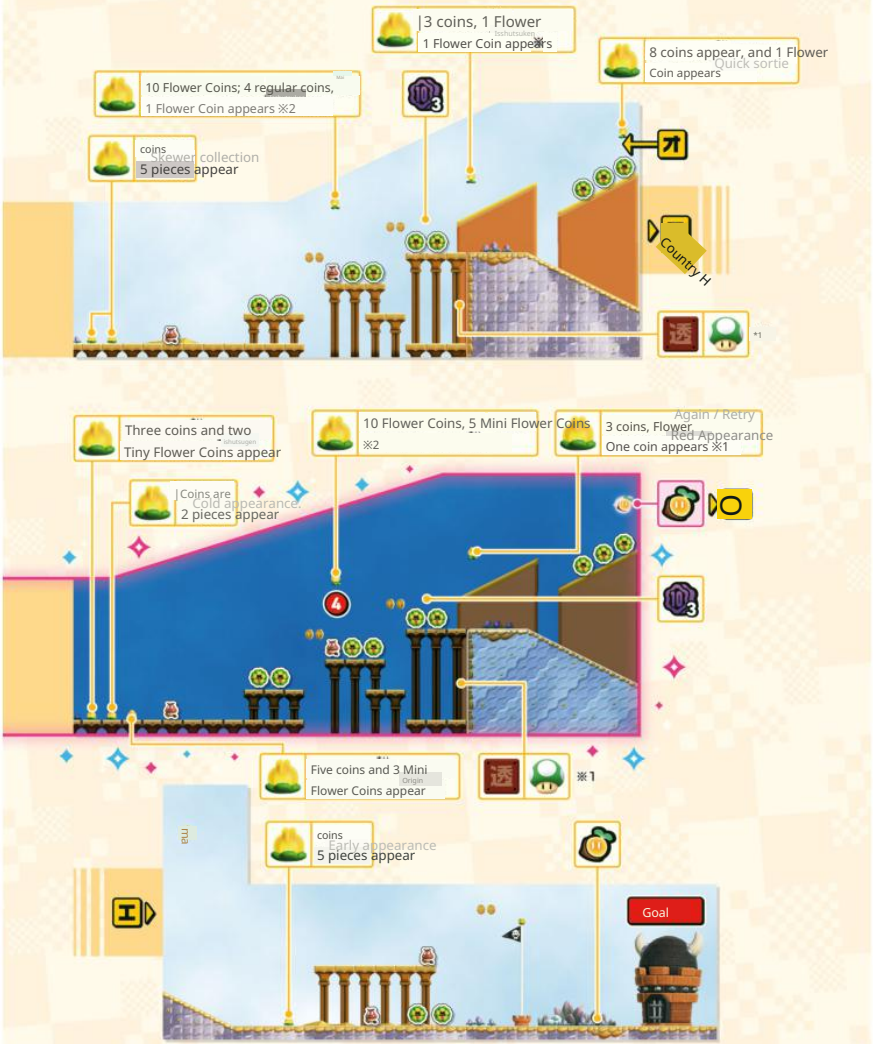


3. Observe enemy movement in slow motion

While in Wonder, time until obtaining the Wonder Seed
The flow will slow down. There are many enemies, but
Because it is a slow state, observe the movements carefully and dodge while
proceed. There is a time limit of 150 seconds, but you can
if you keep moving forward; you will make it in time.

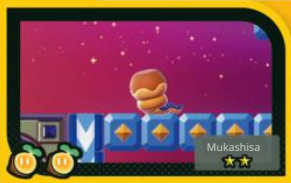
Wait for Koroboo to pass by

Touching a Happy Flower gives 10 Flower Coins
Little creatures pop out from below. At this time, there is a danger
There's also one that a 10 Flower Coin will be deflected when it hits a
Because a 10 Flower Coin can be deflected when it
hits a Korobū and fall, try to touch the Happy Flower after the Korob



※1: Can be obtained only on either the Normal Route or the Wonder Route

※2: The 10 Flower Coins appear on either the Normal Route or the Wonder Route only



Where am I?

aka ado kyū

Red-and-Blue Labyrinth

Friend Race

Hidden Goal

Appearance Reached the second-floor section of the building

Notable Mechanisms

Enemies to Watch Out For

Tsubo-chan Keseran

Toggle the ON/OFF switch

When this happens, the mechanisms located in various places will change

This is a course where the path opens up.

ON/OFF Switch

Dash Rail

1 Use the switch to toggle ON and OFF as you proceed

Hidden place

There are ON/OFF switches throughout the course.

Here, turn it ON to dash

Change the direction of the rail.

↑ The ON and OFF change the dash rail's direction and

The appearances of the red and blue blocks switch.

Flower Coins One appears

coins 2 pieces appear

2 Coins, Flower One coin appears

Start

1

ON

ON

※This is not the official name.

Note 1: Clear either “Korobu Full: Crossing the Desert Bridge” or “Unravel It! The Mystery Slee

2 Turn the switch ON to obtain it.

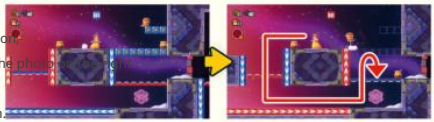
ON/OFF switch

If you set it to the ON position

Follow the route shown in the photo

There are 10 Flower Coins

Advance to a certain location.

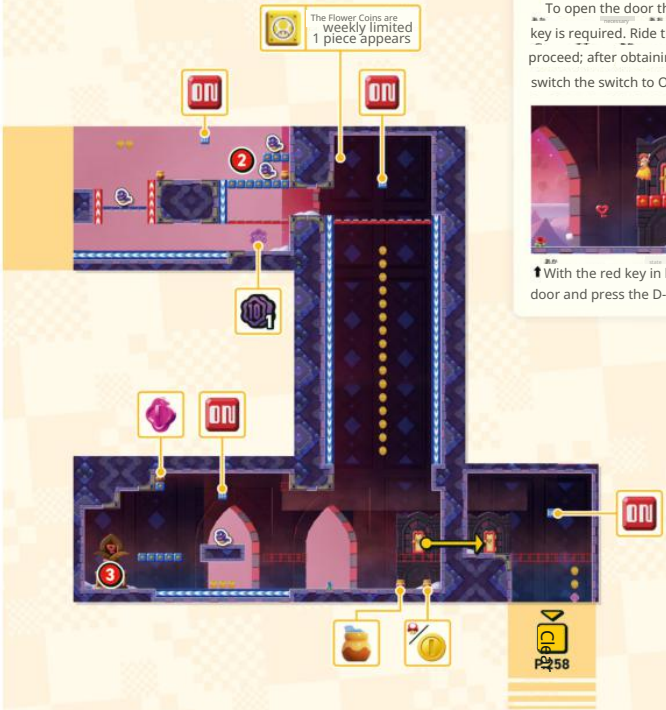


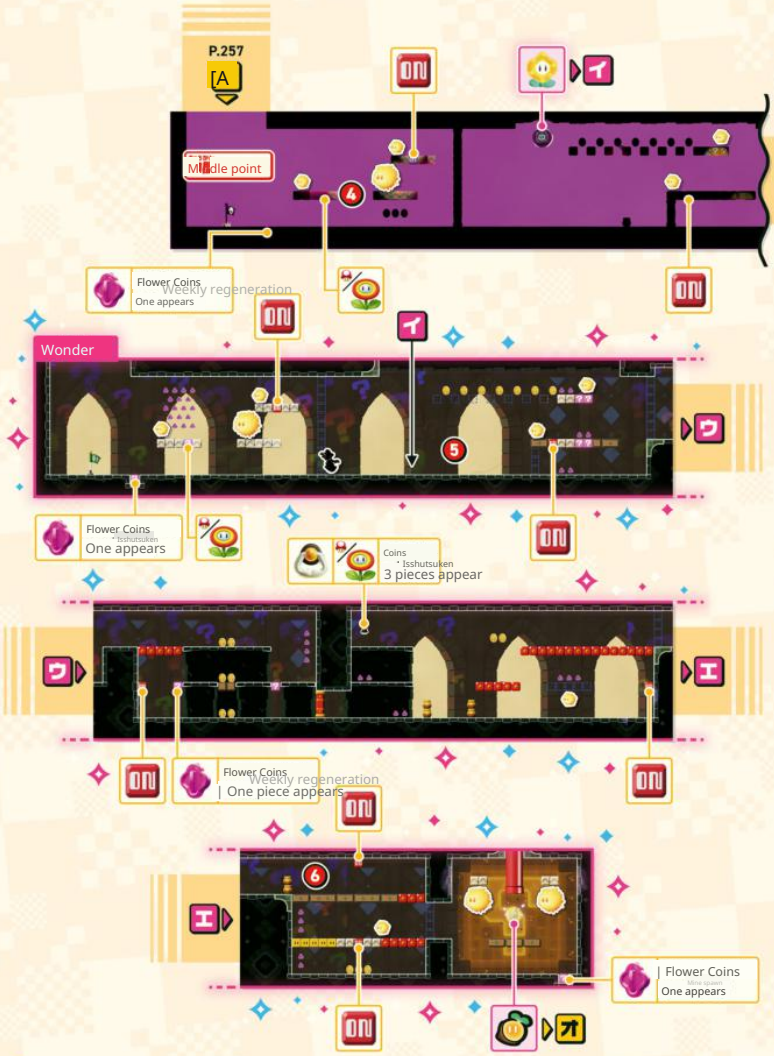
When you collect 10 Flower Coins on the dash rail, jump to the upper

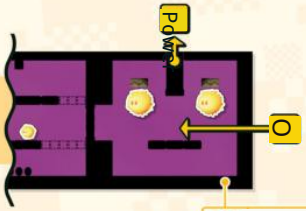
3 Open the door with a red key

To open the door that leads to ②, a red key is required. Ride the blue dash rail to proceed; after obtaining the red key, switch the switch to ON and return to the door.

With the red key in hand, go to the door and press the D-pad up or push the left stick up.




P.257
A
Middle point
Flower Coins
One appears
Weekly regeneration
Wonder
Flower Coins
* Isshutsuken
One appears
Coins
* Isshutsuken
3 pieces appear
Flower Coins
One piece appears
Weekly regeneration
Flower Coins
One appears



Flower Coins
One appears

Emerging from the pipe (once disappeared, it reappears)
It will reappear when it disappears)

Flower Coins
1 piece appears

2 Coins, Flower
One coin appears

P.260

4 Hit from below to knock it down under th

Move along the terrain Keseran and Pasara
ンは、When on top of a swaying block or a Question Bloc
hit from below, or when underneath,
perform a hip drop from above to knock it down.
The normal route is pitch dark, so Wonder
Touch the flowers and proceed while in a bright state.

5 Stun Mario and run away

During Wonder, Shadow Mario will chase
you so dash away while heading for the
place where the Wonder Seed is located.

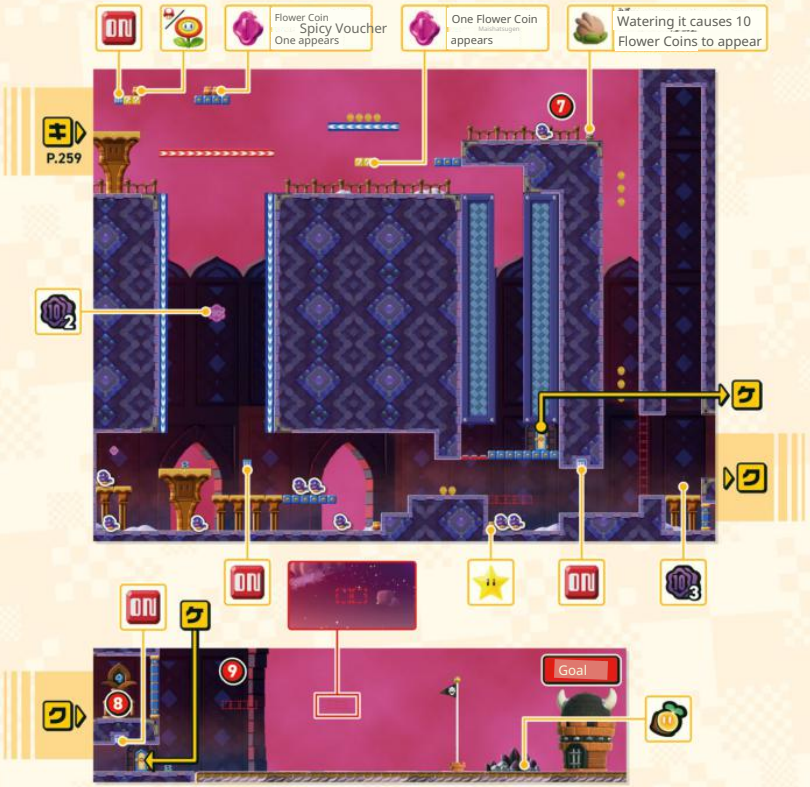
Mario can also be stunned by being hit with a fireball.
This is easier than hitting blocks.

6 Shortcut with a Hip Drop

At this location, switch the topmost row to OFF
and then immediately from the bottommost row go straig
Climb to the middle tier and perform a hip drop from abo
Turning the switch ON lets you proceed quickly.

If you turn the switch ON at the lowest
tier, an extra step is required where you hit the spinning b

topmost bottommost



7 Carry the water-filled pot

Let's carry it away

Chūkan (Midpoint)

Above the checkpoint there is a pipe that produces a water-filled pot. Carry the water-filled lid to the withered flower and water it.

8 After taking the blue key

From above down to the doo

Next, blue

Collect these 10 Flower Coins

Once you have them, get the blue key next.

Return upward using the dash rail,

Maue Shirokka

Fall straight down from directly above the door.

9 Turn the switch ON

Foot shutsuban

Make the platform appear

The switch located very close to the door

platform appearance

If you turn the switch ON, the platform will appear Move around to where the blue key was and then get

Press to solve Ondashi House

Friend Race

Hidden Goal

Appearance Conditions: Repair the bridge on the building's second floor

Notable Mechanisms

Pushable platform

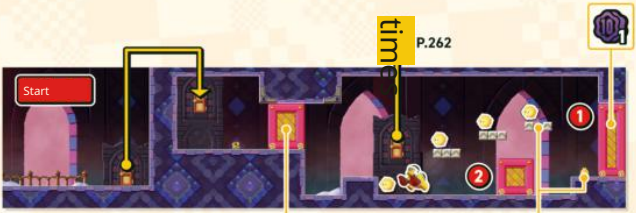
Enemies to Watch Out For

Oshidashi Pasaran

Many secrets on pushable platforms

A course where many secrets are hidden. Suspicious

For dubious spots, try pushing them for now.



Pushing the platform releases 2 coins and 1 flower coin

Question Block
An appearance

1 Push the platform to take it

When you push the pushable platform at the very back, a hidden

10 Flower Coins will appear. While defeating Oshi-dashi and Keseran

While defeating Oshi-dashi and Keseran, advance to the target platform.

Note: The pushing speed changes depending on the character's state

and becomes faster in the order Small → Super → Sō transformation.

has a wheel attached underneath

If it has one, push it

A marker of a movable platform.

When you find it, push it

Let's try it.

2 Push the platform and move under the door

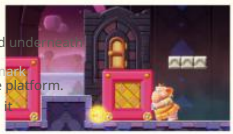
The door in the illustration is floating in the air, so as is

Keseran and begin the way, there's a platform 10 Flower Coins

Push the square pushable platform located near the inn until it re

until the underside of the door and the platform come into contac

After pushing it from here, climb onto the platform and enter thr



Stuck to the platform

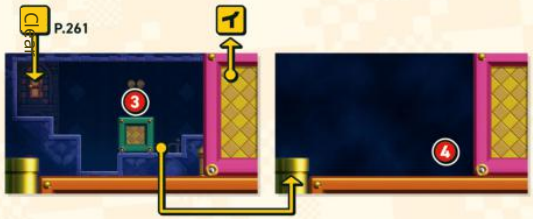
The Keseran that was attach

On platforms and walls

it can be frozen and defeate

can be done.

This is not the official name.



3 Drop the pushable platform into the hollow

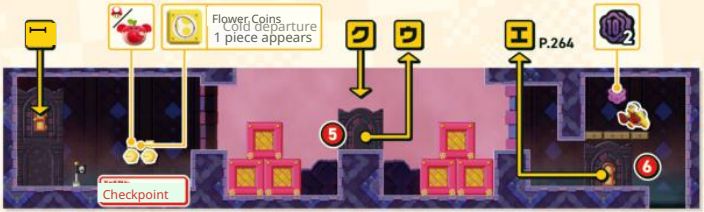
The structure has a normal area and a foreground area; at first, it looks like a dead end. First, push the green pushable platform to the left and drop it into the hollow just ahead. Doing so will make a pipe appear.

If a pipe emerges from the ground, Go in as is and move to the foreground area.

④ Press the platform and a door will appear

After you have moved to the foreground area, push the platform Yes. Doing so will make the door in the regular area visible. Then, use the same pipe to return to the regular area again and enter the appearing door to proceed further.

Know the location of the do you do, right? Before that then, in the foreground area push the platform by hand It's okay to omit the order.



⑤ Drop the two platforms into the recessed area

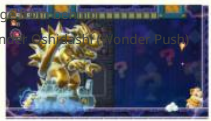
A spot where there are pushable platforms stacked three high. There, push down the top platform on each side so they fall into the hollows. Let them drop into the hollows. When the two hollows are filled, a door connecting to the first area will appear.

④ Wait for the chance to act.

If you stand in front of the Push-Thing, you'll be pushed and fall d that way. Take advantage of the moment when the Push-Thing turn Left and right Climb up with a walk kick, then stomp or nose-bonk to defeat it. After that, obtain 10 Flower Coins.

7 カの Let's proceed

If you touch the Wonder Flower, a giant "Ku" will emerge.
A Tuppa statue appears, and the statue is pushed by Wonder Pushers.
It approaches. Players should push walls and platforms along the way as they move forward.
Bowser moves quite slowly, so there is no need to rush.



◆ Elephant appearance
When a Bowser statue appears, first push the wall on the right edge.
At this time, if you push while holding the dash button, you will move faster.

8 Scaffolding 足場を落としてドアを合体

The door has split into two pieces. Therefore,
Drop the upper platform so it merges with the lower platform, and to the door
Make sure it can be inserted. When pushing a platform to make it drop,
Be careful of the Pasaran that move toward you.

When Pasaran approaches, stop pressing this for a moment and concentrate on dodging.

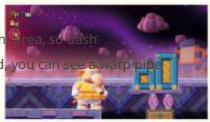
One Flower Coin will appear Press the platform to get 5 coins.
Exit 5
Present piece

Push the movable platform into the r
If you drop it, a pipe will appear

Flower Coin
One card appears

11 Dash from the hidden soil to the hidden goal!

If you enter the pipe that appeared, you will be moved to the front area. There are no enemies in the front area, so dash
You can proceed to the right without any problem. Ahead, you can see a warp pipe.
After collecting the nearby coin, enter, and hidden
Move to the regular area that contains the goal.



Nothing lies
beyond the platform that has a flow
and accidentally fall,
Don't make a mistake at the very en
Be careful to do so.

9. Search for the soil leading to the hidden goal

Break the brick block on the ground, creating the resulting impact to the pushable platform located just before the goal ball, and a small pushable platform will fall, allowing you to reach a hidden goal. Also, you receive a Wonder Seed for both the regular goal and the hidden goal, so clear the course twice.

Brick Block

which should be destroyed with a big drop.

They cannot be broken while in the small form.

All right, let's redo it.

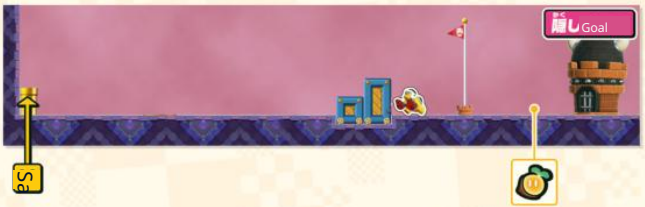
10 Push the platform to create a raised area

Push the platform located just before the goal ball, and a small raised platform will be formed. Ride on top of that platform, perform a dash jump and combine it with an aerial spin to aim for the very top of

★From the transparent blocks before the goal, it is possible to aim for the tip of the goal.

There are two transparent blocks.
One coin appears in each

Pushing the platform releases 2 coins and 1 flower coin



Boosuke Sky Adventure

Friend Race

Hidden Goal

Appearance and Puzzle: Oshidashi House"

Clear the conditions by reaching the hidden goal

This course has many pits that cause a failure if you fall into them. Stomp on the flying Boostke and jump to clear the pits.

Notable Mechanisms

Enemies to Watch Out For

Boosuke

Boosuke Turret

① Step on a Boosuke and cross while jumping

Regular firing

Boosuke fired periodically from the Boosuke turret Step on them and jump to cross the gaps. These gaps aren't very wide, so you can cross them just by riding a single Boosuke.

● There are two Boosuke cannons. Upper and lower — you can ride either Boosuke.

completely safe.

② Ride the lowest Boosuke

bottommost

Row firing

First: topmost → middle

Use the Boosuke fired in three rows to cross the gaps There is. At first, on the top or middle Boosuke, jump twice and proceed, then switch to the bottom Boosuke and collect 10 Flower Coins.

If you step on a Boosuke about three times it will lose air and disappear. Switch

3. Progress by defeating Boosuke while advancing

Use a Boosuke as a stepping stone to enter the pipe. In the pipe, periodically fired Boosuke can push you and make you fall onto the toggle block, so it's helpful to throw Fire Balls as you move forward.

When not transformed into Fire, Enter the hollow While passing by continue onward.

4 Jump toward the Boosuke in the snow

Chūkan (Midpoint)

There is a cloud above the checkpoint, and inside it a glowing Boosuke is flying slowly. Jump to defeat it and touch the Wonder Flower.

ウ
P.267
5

Appear consecutively from the left. On the third one
Touching it will produce 4 coins
Wonder
6
P.267

8
カ
P.270
Checkpoint
7
エ

5 Ride on Boosuke

Aim for it

Jump by stomping the Boosuke that flies in from the right and land on the next Boosuke to cross the gap as a sequence. Aim for Boosuke positioned as high as possible — that's the trick.

6 Using the Wonder Boosuke

Move to the sky

In progress

During Wonder, Wonder Booth A "Ke" appears. Jump on its back. Let's proceed from the ... During the way Jump up Ride the appearing Wonder Poosuke Let's change and rise.

7 Jump diagonally

Ride the Boosuke

From the Boosuke cannon, diagonally upright Step on the Boost Shoe launched at you Jump up from below while jumping. Even if you fall midway, don't worry—there are dash rai

Hidden in 8

Obtain the coin

When you climb onto the upper platform, t Dash-jump toward it and try to land on the cloud block, There are 2 coins and 1 Flower Coin further ahead.

9 Jump from the Boosque in columns 3

3–4 Boosques fly from top to bottom, and they reach at the fourth one. Step on this Boosque and jump while crossing the gap. Jump from the Boosque in columns 3–4 and you can collect the 10 Flower Coins in the cloud.

★ If you fail
When (you) — the clouds' below-flying boost jump with the booster do so.

Reach the goal by stepping on 10 Boosques

There is a Boosque cannon in front of the goal that fires Boosques toward the goal, so step on it and jump while aiming for the top of the goal. Three jumps should get you exactly to the goal ball.

If you fail
wait for the booster launcher to be fired again, then retry.
It's best to try again.

Appearance of "Hidery Desert Popple's House"
Visit the requirements

Badge Challenge

Level

Hat Parachute Lv.2

Friend Race | Hidden Goal

Notable Mechanisms

Enemies to Watch Out For

Pakkun Flower

Use the Hat Parachute badge

- Useless / No good

A trial course for testing your skills. Pakkunfu (polite verb ending) appear
Proceed while avoiding Piranha Flowers.

1. Jump at the very edge of the cliff!

Chūkan (Midpoint)

The section from the starting point to the first checkpoint is quite a deep pit. Perform a dash jump at the very edge of the cliff and then open your hat parachute to cross.

2. Fall without hitting enemies

Yuudou

While falling, move left and right with the hat parachute to avoid the Piranha Plants on the wall.

- In progress

Also, touch the Happy F

lower to collect 10 Flower Coins as well.

3 Adjust your movement with the hat parachute

Go over the Piranha Plant and proceed to the moving

Aim for the moving platform. When the moving platform you are on reaches the far right, perform a dash-jump and deploy your hat parachute.

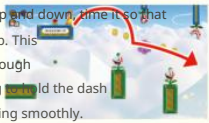
Listen, then proceed along the route shown in the photo while avoiding the Piranha Plants as you go.

After clearing the first Piranha Pla
let yourself drop slightly
a little — this slight
descent is the point
where you can proceed without taki

4. Aim for the moment when the moving platform reaches its highest position.

Up and down

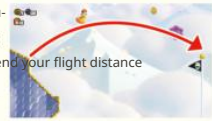
When you ride the blue moving platform that moves up and down, time it so that you perform a dash-jump as the platform reaches the top. This spot is prone to taking damage, but the key to getting through is timing when to open the hat parachute and continuing to hold the dash button even while listening — that's the trick to progressing smoothly.



Slightly above where
the 10 Flower Coins are.
If you open your
Hat Parachute, you
can skillfully avoid the Piranha Plant

⑤ Repeatedly open your parachute to extend your flight distance.

From the location where the Talking Flower is, dash jump, open your Hat Parachute and aim for the goal. At this time, repeatedly open your Hat Parachute to extend your flight distance extend, and while collecting the 10 Flower Coins along the way, it is important to aim for the top of the goal.



- If you fall along the way, you can perform a dash jump from
- Put on the hat parachute
- Open the gate and collect 10 Flower Coins.

Appearance Conditions

Reached the second-floor section of the building

Badge Challenge

Crouch Big Jump Lv.2

Friend Race

Hidden Goal

Attention Only

Notable Mechanisms

Chikuwa Block

Warning!

Hidden place

Chikuwa blocks that appear in various places

Ride on them and progress by

performing a crouch big jump before falling.

1. Jump while falling to get it

Chikkachū

Ride on the chikuwa block, crouch and wait, photo

Crouch and perform a super jump at the manager's position. The jump basically has a high arc, Store Manager so timing is important. important

In progress

While falling, when you collect the Flower Coin at the same time, crouch and perform a super jump.

Jump at the last moment at 22 to recover

Recovery

There are 10 Flower Coins at it. On the chikuwa block chūō (center) The jump basically has a high arc, Recovery so timing is important. Recovery

perform a crouch super jump to recover.

To avoid making a mistake, as soon as you grab it, crouch and perform a

※1: Clear either "Lots of Kabooboo: Crossing the Desert" or "Unravel It! The Mystery Sleeping i

3 Crouch and slide through while dashing

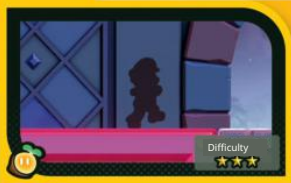
The middle of the long chikuwa block forms a narrow passage, so dash and crouch to slide through it, then perform a crouched big jump from there to pass through.

Try dashing and crouch where there are coins and slide through the narrow passage to pass through it.

4 Crouch, then jump while crouched

Before the chikuwa block falls, perform a crouched big jump to climb. The narrow passage before the goal has chikuwa blocks in sequence, then immediately crouch and perform

★Even if you fail, the ground is below, so you can retry. The chikuwa blocks will also respawn.



Master Badge Challenge

Transparent Lv.1

Friend Race

Hidden Goal

Appear
"Boosuke Sky Adventure"
Clear the conditions

Notable Mechanisms

Be cautious of

tōmei (transparent)
Proceed while in a transparent (invisible) state
sweet red bean soup (zenzai)
It will be the result. Check your current position
Strategy guide
Knowing your current position is the key to攻略。

Tossin

1. Hold a vessel and confirm your current position

By holding a placed jar, you can roughly confirm your current position even while in a transparent state.

If you can determine your current position
you can reduce the risk of falling and making a mistake, so make use of this

Hidden place

They are placed throughout the course, so even if you drop one, you can pick it up again.
Even if you drop it, you can pick it up again.

Remember that
the current position
will be next to the
pot (on the pot's left
when the player is facing right, and

2 Make the brick block

If you make Tostin run and break the brick block you can get 10 Flower Coins. If to the right if you make him run away, first move away for a moment and then return, and Tosshin will revive so you can try again.

★ On Tosshin's left side, if you ride him, he will run to the left direction and ... Break the onga block It will break it for you.

3. Lead to the brick block

Have Tosshin break the brick block, and

The sequence of collecting 10 Flower Coins is the same.

Right direction

then make him run to the right and drop down, then next, have him run to the left to break the brick block.

⬅ Location Hole This place has no holes and Tosshin won't fall, so you can retry immedi

times

4 Ride a Tosshin and aim for the goal

To reach the top of the goal ball, you need Tosshin 's help. First, run the Tosshin that is a little away from the goal and ride on its back. Then, time a dash jump with Tosshin's jump

and aim for the top of the goal.

⬅ If you kick a pot while standing on a brick block and hit it, you can ride the rushing Tosshin as is.

Hiderry Desert's Palace

Friend Race

Hidden Goal —

Appearance: Above location

Condition: Possess 15 or more Under Seeds

Notable Mechanisms

Rolling Boulder

Fire Bar

Enemies to Watch Out For

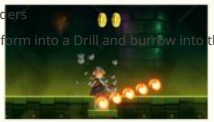
Dossen

Fire bars, rolling boulders, and Dossen are waiting. Proceed so as not to hit them.

1. Transform into a Drill and cut through dangerous areas

Dangerous obstacles such as fire bars and rolling boulders are located throughout the course. However, if you transform into a Drill and burrow into the ground or ceiling, you can move forward without hitting them.

There is a power-up item just past the starting point. Keeping the item will make攻略 easier.



The base of the Fire Bar is a block, and you cannot burrow into this part. Be careful when passing throu

※1: Clear either "Lots of Kamboo: Crossing the Desert" or "Unravel It! The Mystery Sleeping i

② Wait for the Thwomp to fall

A Thwomp is lying in wait just before the 10 Flower Coin. First, move close enough without getting hit to lure an attack; when you see it fall, jump and collect the 10 Flower Coin. The same applies when returning after collecting the 10 Flower Coin.

③ Avoid the rolling rocks, then pull the pull-string

Rolling rocks periodically appear from the pipe located near the pulling mechanism. Rock boulders will appear. While you are pulling, rolling boulders can roll toward you and be dangerous, so first focus on avoiding them by jumping and concentrating on dodging. Once you have avoided them, immediately pull the pull-string and collect 10 Flower Coins.

●When using pull-type actions, pull so you move away from the pipe that spawns rolling boulders. That

P.279
Rolling rocks appear at regular intervals

P.282
Coins appear
5 pieces appear

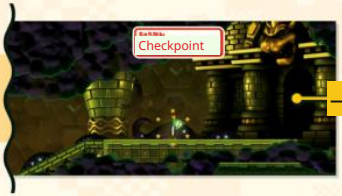
Wonder
P.279
5
2
Rolling rocks appear at regular intervals
P.282

④ Eat for beauty and receive 10 Flower Coins

The 10 Flower Coin located at a high position can be reached easily by drilling from the block directly beneath the Fire Bar a
Another easy method is to go into the ceiling from the block directly under the Fire Bar while transformed as a Drill.
If you are not in Drill form,
you can also obtain it by performing a Float Spin from the position shown in the photo
(if you have the Float Spin badge).

← From this position, perform a Da
Jump and then
use a Float Spin
to reach it. Watch out for the rotat
Fire Bar.

coins
5 pieces appear



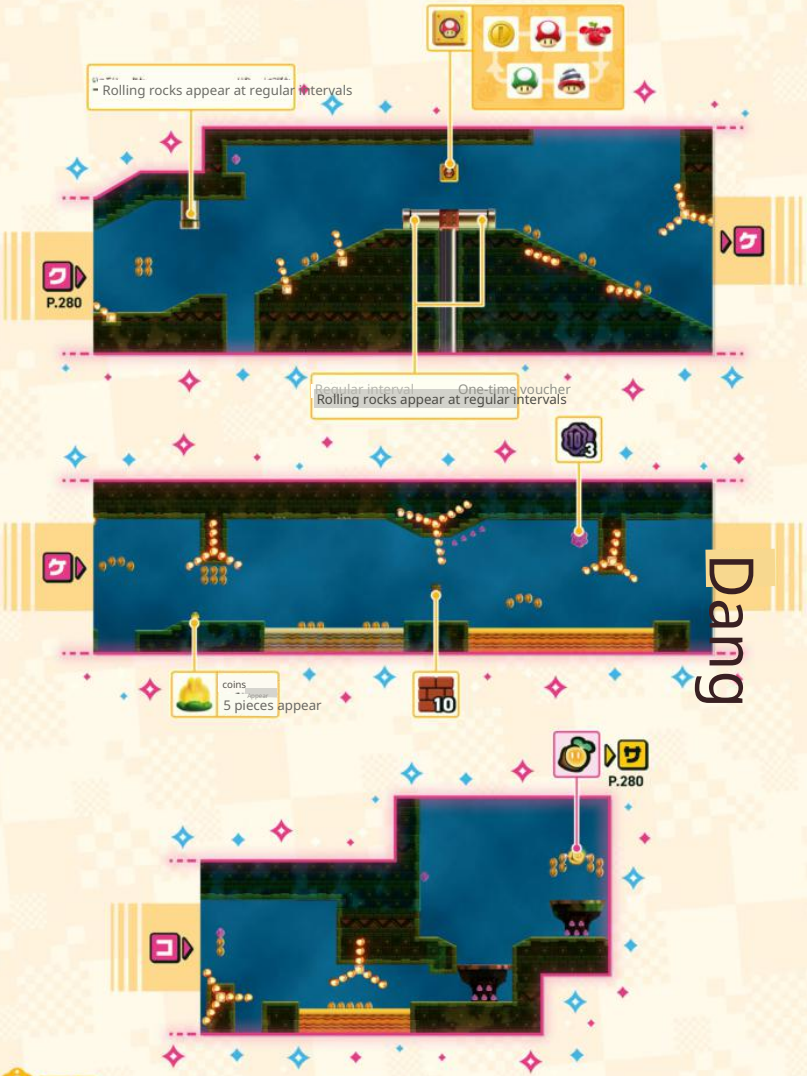
→Country
P.283

5 When time flows slowly, move forward quickly

During Wonder, the flow of time (fast state and slow state) and the movements of enemies and mechanisms accelerate
) switches in sequence. The movements of enemies and mechanisms become slow. the timing of the switch, stop,
It's easier to proceed while they are slowed down. The danger is when the time is fast

← Rolling Down the Slope
Rocks periodically roll down the area.
It is a dangerous place.
Dodge by
hiding or using the jump lamp

← On the third
panel, after the
10 Flower Coin,
judge the timing to cross t
Determine the timing to cross


Rolling rocks appear at regular intervals
P.280
Regular interval
One-time voucher
Rolling rocks appear at regular intervals
3
10
coins
5 pieces appear
P.280

6 vs. Bowser Jr.

Swim through the water to escape while waiting for a chance to counterattack

Swim in the water to dodge attacks, then take advantage of the moments when Bowser Jr. stands on the ground and stomp him four times to defeat him. Ends stomp causes changes to the shape of the water and the Make sure to check those contents there. Bowser Jr. is In addition to swimming to move, while in the shell state you can also

Attack: horizontal straight line
an attack that chases you, swiftly swims horizontally in a straight li
An attack that hits, a mask that chases after you Launches an attack that fires projectiles. The underwater environm
Move skillfully while swimming to evade these attacks
Watch for an opportunity to counterattack.

Half of the room is covered with wate Because there are many places, it is easy to dodge attacks

jimen (ground)
The area near the ground covered with water Furthermore, in addition There are multiple water droplets in the air Water beads float becomes the state of being.

Water above the room Appears. Also, Spikes will appear on all ground ces, so landing will be Cannot do.

←From this state
Water becomes ... over time
Forms from Stage 1 to Stage
Can be cut between stages
Instead, Bukubu Ku also appears.

Defeat W4 and advance! Hideri Coliseum

Defeat and advance!

Hideri Coliseum

Friends Race

10 Flowers Coins

200/150/100 seconds

Appearance Conditions

Passageway Reached

Reached the second-floor section of the building

Enemies to Watch Out For

Maki Maki

Watermelon Pakkun (Piranha Plant)

Tsubochan

Hammer Bros

Defeat Makimaki and Tsubochan

Time

It takes time. Power-up a

Selection is important

Choosing items is important.

Types

① There are two recommended types

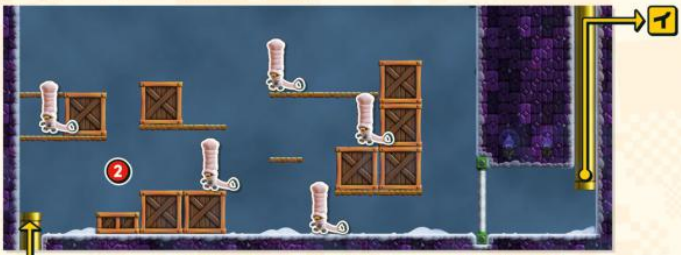
The recommended ones are the Fire Flower and the

Flower. Take the Bubble Flower first,

Transformation

Status Start

Start while transformed into Fire form.



| A pot appears from the pipe.

When the returned pot disappears

Reappears again)

Time

Environment

At fixed intervals, Lakitu's clouds will appear

※1: Clear either "Lots of Kaboboo: Crossing the Desert" or "Unravel It! The Mystery Sleeping i

2 For long spirals
Use a fireball

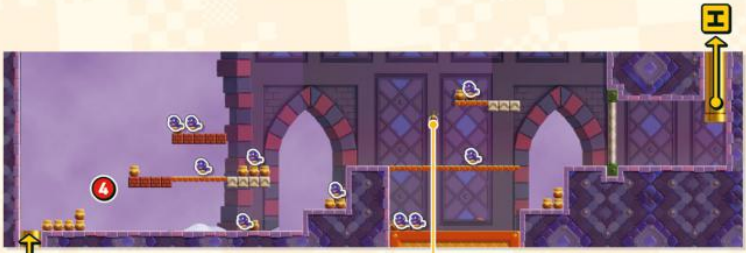
The long Maki-Maki—hit it with 5 fireballs rather than unwrapping it by grabbing it. You can defeat them more quickly that way. The Makimaki located in [illegible] the same.

3 Ride on Lakitu's cloud
Eat the Watermelon Piranha Plant

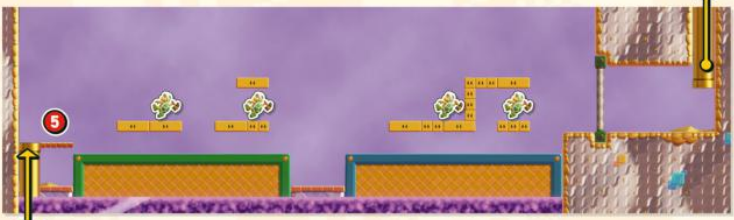
Lakitu's cloud comes out of the pipe on the right. Enemy, enemy [illegible] appears at regular intervals, so ride one to get [illegible] the Watermelon Piranha Plant and defeat it.

4 Transform into Bubble form
Defeat Tsubo-chan (Pot Mon

Use the stored power-up here
Use the power-up item to transform into a bu
As a bubble, you can handle the Pot-helmete
defeat in one hit
You can also defeat it in one hit.

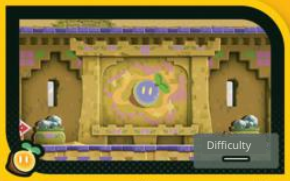


The platform rises, and returns after a period of time



5 Hammer Bro
Strike from below to

When it emerges from the pipe, dash forward and strike the Hammer Bro from underneath to defeat it. Keep dashing without stopping —if you keep dashing, you're less likely to be hit by the hammers thrown by the Hammer Bro.



Everyone's Plaza

Kanhiruba

The Secret of the Pipe Plaza

Friend Race

Hidden Goal

Appearance of "Hidery Desert Popple's House"

Condition Visit

Notable Mechanisms

Pulling Thread

Pushable Pipe

Warning

The secrets hidden in many pipes

solve them and collect five Wonder Pieces.

Complex Sound Correct

Find the correct path through the intricately connected pipes

If it's the ground or the ceiling
Rows of pipes are lined up on the floor and ceiling, and they
They are connected in a complicated way. The pipe shown in the diorama is the correct one, so
Enter there. In the small room you move to via the pipe,
A pipe is hidden at that location. If you enter it, you can move to
There is an area just before where the Wonder Piece is located that you can move to.

Although not visible, a pipe is hidden in the wall.
Enter here to go to the front area and collect the Wonde

Country

* This is not the official name.

2. Use the moved block as a platform

Pull the pull-string to its maximum to make a Wonder piece appear. Near the pull mechanism, there is a blue Toad hidden block, and there are two of them, so use these as platforms and pull forward

⬅ If you pull the pull-string so you climb onto the topmost block, a Wonder Brace will appear.

3 ◎Push the soil to create a platform

The long dirt pipe at this location can be pushed. Push it to the to create a platform, then dash-jump from there to reach the location with the Wonder Piece.

4 Jump from the protruding pottery

Four aligned warp pipes act like a seesaw and sink when you ri

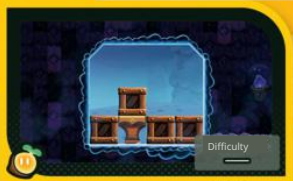
みぎ gawa(right side)

Conversely, the corresponding warp pipe is designed to rise It is positioned there. Ride the pipe on the right to raise the pipe and then jump from there to the Wonder Piece.

5 Push the pipe to move it out of the way

The pipe that extends from the floor toward the ceiling looks like a wall but can be moved. It faces to the right

Press it and take the Wonder Piece.



Take a breather

A Little Ni

The Treasure of Your Small Room

Friend Race

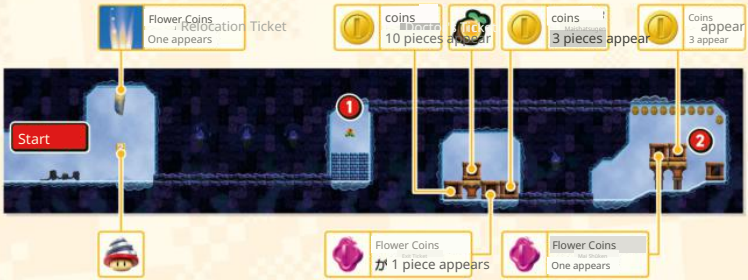
Hidden Goal

Cautionary Trap

Wonder Hidden in the Small Rock Room

A course to search for seeds, Dori

The key point is transforming into Ru.



1. Aim to reach the ceiling from the block

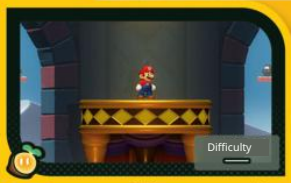
When transformed into a drill, dive into the ground and proceed, then jump under the block. At this time, the drill will automatically activate. Leaving some blocks as footholds will also help reach the ceiling, making it easier to move ahead.

Destroy all of the blocks if they have been broken, then use the wall kick to crawl into the ceiling.

2 Get the contents of the wooden box

If you go under the ceiling and proceed, you will find several wooden boxes. Some boxes contain coins in addition to Wonder Seeds, so hit them from below or break them with a hip drop to collect their contents.

Proceed while breaking all the wooden boxes, and head for the place



Appearance of "Hidery Desert Popple's House"
Visit conditions

Just a little

Take a br

Everyone standing for a jump

Friend Race

Hidden Goal

Notable Mechanisms

Number of notes

chūō (center)

The platform located in the center of the course is the stage. Stand on the platform and time your jumps well.

There are 18 coins and a Flower
Three coins appear

1. Jump to the rhythm of the flowing melody—time it well!

When you stand on the platform, a melody plays at a st
as it flows. Along with the melody, Hakkun jumps
, so if you jump in time with it, the platform will
lower and rise
Rise. Then, the long question block on top of the pedestal
Hit the block and a Wonder Seed will appear.

Initial consecutive successes
If you succeed consecutively fro
you can reach the long question p
on the fourth jump.
block. Coins
Large-scale appearance
also appear in large quantities.

Appears: "Watch Above! Rolling Corridor" — cle...
Conditions

Take a br...

A Short Break

Paku-sou

Berserk Chorochu

Friend Race

Hidden Goal

Notable Mechanisms

ON/OFF Switch

Dash Rail

Enemies to Watch Out For

3 Small trickle

A speed-based course where you race against a charging Chorochū.
Act quickly and aim to clear it.

When switched ON, the pipe retracts slightly and a Chorochū appears.

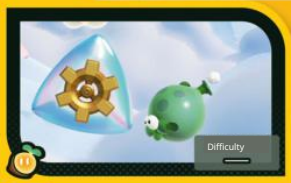
Make the Chorochū dash toward the light pillar located one block ahead.

Hit the ON/OFF switch to turn it ON, then ride the dash rail forward. While the Chorochū is facing left, pull its tail to activate it. After that, grab the dash rail in the well to return, and the Chorochi... If you can turn the ON/OFF switch off before the ... reaches the red block, a Wonder Seed will appear.

To return as quickly as possible, activate the Choro-... Activate it.

After returning via the dash rail, dash straight to the ON/OFF switch.

*This is not the official name



Take a br

Just a little

Boosuke and Wonder Piece

Friend Race

Hidden Goal

Appearance Conditions

Clear "Boosuke Swimming in the White Desert"

Notable Mechanisms

Lanliang
Trampoline

Enemies to Watch Out For

Boosuke

Use Boosuke and the triangular trampoline to jump and float in the air
Collect the Wonder Pieces.

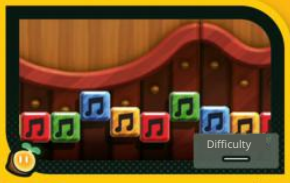
Wonder Piece
Appears when you collect 5 pieces

10 coins appear

1. Ride the Boosuke and the triangular trampoline to jump high!

All five Wonder Pieces are located high up in the air . First, stomp the Boosuke that flies in a diagonal direction to launch yourself high, then collect them all while also using the triangular trampoline. Along the way, touch the Happy Flower and grab the coins as well.

The routes the Boosuke flies include diagonally upward from th and diagonally downward from th types—so make good use of them.



Take a breather

Just a little

"Kana "Music Room)"

Jump, Play, and the Music Room

Friend Race

Hidden Goal

Notable Mechanisms

Sugar Block

Warning

Appearance Challenge: Crouch Big Ji
Requirement: Clear Camp Lv.2"

Wooden Xylophone

The ground has all become wooden blocks
reaching quite high positions, up to Ji
can jump.

Appears when you collect the first one
Appears when you collect the second one
Appears when you collect the third one
Wonder Piece
Appears when you collect the fourth one
Start
mmmmm

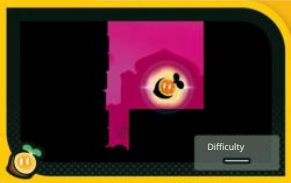
Wooden Xylophone

① Use the block to jump to the Wonder Piece

Jump high on the xylophone block and collect the Wonder Piece.

When you collect the first Wonder Piece,
when you collect the piece, the next Wonder Piece will appear.
They are arranged in order, so collect them one by one in order to reach the final one.
collect the Wonder Seed to clear the stage.

⬅ Except for the second one, when y
Piece coins and Flower
Coins also appear at the same
time, so
Collect them all.



Take a break

A Short Break

A disappearing house inside here

Friend Race

Hidden Goal - -

Red and Blue Straits

Appearance Condition: Where Am I? Red-and-Blue Labyrinth*

Notable Mechanisms

ON/OFF Switch

A Wonder Seed is hidden somewhere. Use the mechanisms in the course to find it.

1. Find the hidden Wonder Seed using the ON/OFF switch.

High platform

Hit the ON/OFF switch located to the right of the elevated platform. When switched ON, the lights go out and it becomes pitch-dark, and the Wonder Seed will appear. In the pitch-dark state, the platforms become hard to see, so check the platform positions on the map, and at the location of the Wonder Seed, perform a wall kick at that location. Climb up to the place where the Darseed is located.

der Seed

Chojo (Summit)

If you do so, you can climb to the su and collect coins and Flower Coins. You can collect coins.

* This is not the official name.

Sai Kutsu Jō

W5 Kinkin Mining Site

Discover the three hidden goals and aim for the lowest layer

On the surface of the Kinkin Mine, there are several places covered in purple mist, and from there Descending underground, ruins and mining sites spread out.

5 6 7 In addition to the normal goal, there is a hidden goal and unless you reach it, the route forward It is a mechanism in which the route does not open (※).

① A mushroom that stretches and shrinks P.296
2. K Hiku? Oppo's Poison 沼 P.302
3. A Light-and-Night Haunted House P.307
4. Do Not Touch — Danger! The Advancing Black P.311
5. The First Hidden Region: Purupuru Ruins P.314
6. The Central Hidden Realm: Yurayura Ruins P.320
7. The Final Hidden Realm: Dokudoku Ruins P.326
8. Badge Challenge: Vine Shot Lv. 1 P.333
9. Defeat and Advance! Kinkin Coliseum P.335
10 A Short Break: Magic Rotating House P.337
11 A Short Break: Ranranbakkin's Music Room P.338
12 Popplin's House of Friendship P.295
13 The mining site of the Popplins waiting for hel P.339
14. Handyman P.295

* If you clear the course by reaching a normal goal, a Popplin will appear near the course, and only durin

Popplin's House Information *1

Near the entrance of Kinkin Mine there is a "Caring for Companions too much (visit)" there is a Popplin's house," and visit there to receive one Wonder Seed.

Let's receive the Wonder Seed.

Route Opening Information

When visiting Popplin's house, the companion-minded Pop ⬆ ❸ The mist with (the) ... clears ❹ hen you approach it ❷ once after c ar ❶ the mist with (the) ... remains cleared once it causes a course t

Purin appears on the broken bridge. Flower Coin Give 10 coins to have the bridge repaired.

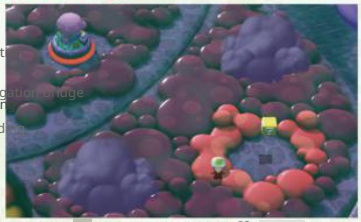
Available Badges

Dowsing

Reacts to flowers. Flower Coins and Wonder Badges are nearby 10 given as a reward

Mine Secret Information

Because ○○○ is hidden by fog, approach ✿ Clear the fog. ❷ Then, it will appear from within the fog.



General Store Information

The general store in Kinkin Mine only stocks items that are aboveground. It sells one Wonder Seed, so be sure to stop by and buy it.

Items for Sale

Wonder Seed	100	1UP Mushroom Set	20
1UP Mushroom 5		Panel Lottery	10

Mining site information for the Popplins waiting for help

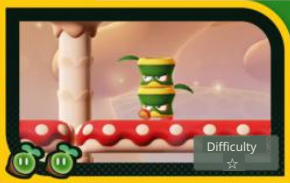
In Kinkin Mine, you can obtain the seed located at the very back of the underground area. Also, after that you can return to th

When you Popuria in the "Poplin Mining Site Waiting for Help", proceeding to the place where Rin and the others are will cause the Grand Propeller Flower to appear, which connects to the Special World.

You will receive a Dosh Seed. When you advance through the grasses to help them, the Poplin

For the second time, follow the Aim for the further area. After route will open, allowing you Special World.

further area



"chichi"

Stretched and aching Mushrooms

Hayashi

Friend Race

Hidden Goal —

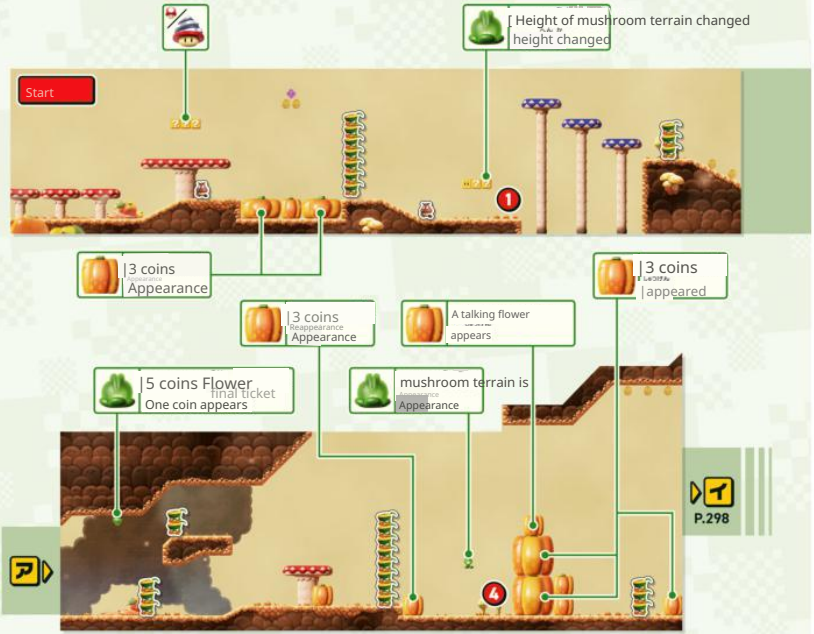
Appearance: Visit the "Compassionate Poplin's House"

Notable Mechanisms

Enemies to Watch Out For

There are pumpkin boxes and mushroom

There are varied terrains. The mushroom terrain features mechanisms where the height changes.

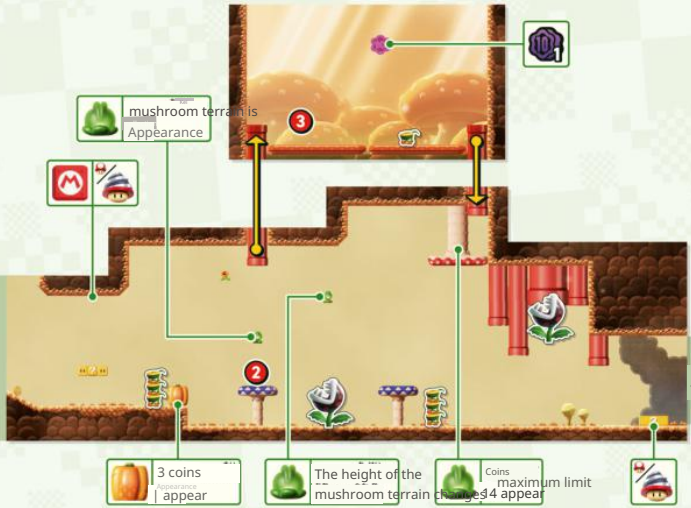


1. Change the height of the mushroom terrain

Touching a Happy Flower often causes the height of mushroom terrain to change. Many places appear where the height changes. If a mushroom terrain seems unclimbable, look around to see if there is a Happy Flower nearby.

2. Enter the pipe from the mushroom terrain

If you touch the two Happy Flowers under the pipe in order, the mushroom terrain's height will change so you can enter the pipe. Defeat the nearby giant Fire Piranha Plant first, then touch the Happy Flower.



3. Defeat Takebo first

If you defeat the Takebō bouncing on the ground first, To Jump high with the trampoline lift and into the air u Take the 10 Flower Coins that are in the mouth.

Stand on top of the pipe and wait. When Takebo approaches, defeat him all at once with a hip drop.

4 From the Pumpkin Box to the Ceiling

If you are transformed into the Drill, jump from the stacked pumpkin boxes and dive into the ceiling. Beauty If you proceed down the well, you can collect many coins.

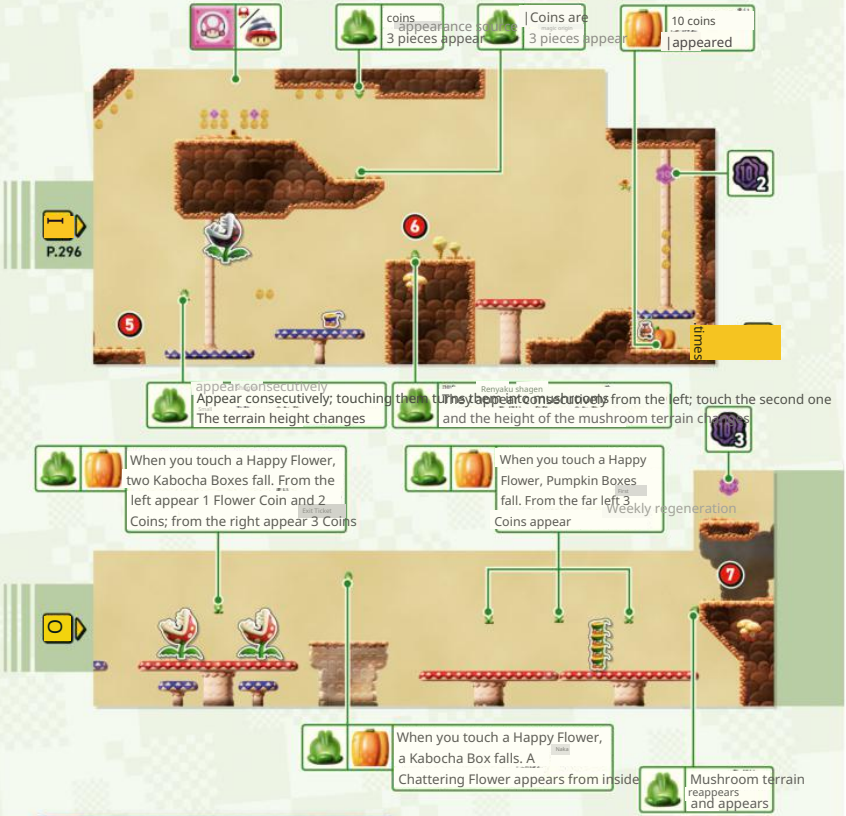
Pumpkin-bot

When the kusu breaks

Does not reach the ceiling

It becomes. From below,

do not rise.


coins
3 pieces appear
Coins are
3 pieces appear
10 coins
appeared
2
6
5
P.296
times
Appear consecutively; touching them turns them into mushrooms
The terrain height changes
The height of the mushroom terrain changes
3
When you touch a Happy Flower, two Kabocha Boxes fall. From the left appear 1 Flower Coin and 2 Coins; from the right appear 3 Coins
When you touch a Happy Flower, Pumpkin Boxes fall. From the far left 3 Coins appear
Weekly regeneration
7
When you touch a Happy Flower, a Kabocha Box falls. A Chattering Flower appears from inside
Mushroom terrain reappears and appears

5 Touch the Happy Flower in succession to create a platform

Touching a Happy Flower changes the height of the mushroom terrain and causes the next Happy Flower to appear. That flow

Repeat this and move forward. Large Fire Pack

It is dangerous for (ン), so while in Drill Form, strike it from below or defeat it by kicking the Taketake-bo that you

6. Go onto the mushroom terrain

When you touch the second happy flower, a light slowly flies toward the mushroom terrain directly beneath the 10 flower coin, and you should dash to reach t

Ride on the saw terrain. Together with the mushroom terrain Rise (and Collect) 10 Flower Coins.

7. Use the Drill transformation to work on the ceiling

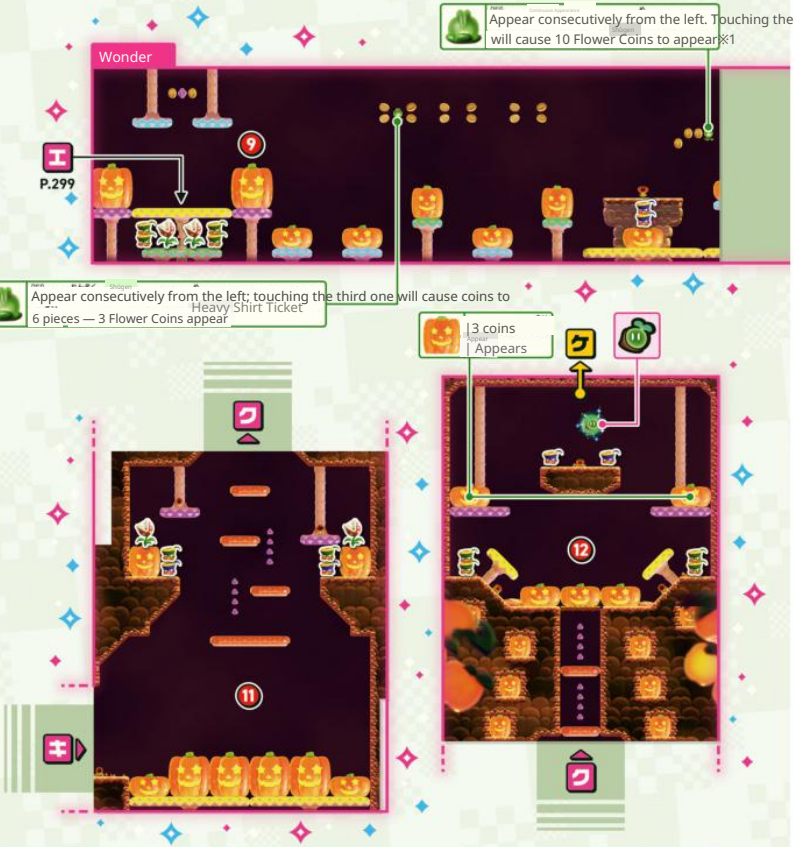
First, dive into the ceiling to the right of the 10 Flower Coin. From there, proceed to the position shown in the photo and Jump to that location and grab it.

The ceiling is slanted at the area where it is Once you have progressed to this point, collect 10 Flower Coins.

8. Cause mushroom terrain to appear and go down to

Cross the mushroom terrain in the valley and touch the Happy Flower. Doing so will cause something to emerge from the ground A mushroom formation will appear, allowing you to enter the pipe

★Happy Flower
When touched by the flower Then wait a moment so that when you fall you don't



9 Cross over the bouncing pumpkin boxes to proceed

During Wonder, the pumpkin boxes located on mushroom terrain change to a Halloween-style appearance and begin to bounce at a steady rhythm. The pumpkin boxes

Stand on it and wait; when the pumpkin box bounces, jump to the next platform, and repeat this

proceed.

Note: If the 1:10 flower coin has already been collected in the normal course, it will be replaced by 6 regular c

1003 Jump from the Pumpkin Box!

If you consecutively touch the happy flower located while crossing over the pumpkin box, it gives 10 Flower Coins

renzoku (consecutive)

furthest back

A "ン" will appear. Stand on the rearmost mushroom terrain and, when the Pumpkin Pox jumps, jump to grab the 10 Flower Coin.

11 Move onto the trampoline lift

Depression

Using the pumpkin bounces, jump and move onto the trampoline lift. Then, continue ascending by jumping high on the trampoline lift. The nearby Takebo and Ranran Pakkun are just dancing, so you can ignore them.

Insect

12 Ride the moving platforms to the location where the Wonder Seed is

Scaffolding

Sho

places, climb

After jumping up the trampoline lift, next ride the moving mushroom platforms on the left and right. Then, the mushroom terrain extends, jump to climb even higher. There is a Takebo near the Wonder Seed so it's best to defeat it first before collecting the seed.

When you take the Wonder Seed, when the ceiling tube appears, a pipe appears on the ceiling

enter the pipe

Forward

appears. Enter this pipe. If you do so, you can advance up to just before the

Retreat? Pull?

Poison swamp

Oppoo's Poison Swamp

Friend Race

Hidden Goal —

Appe Visit the "Companion-minded Poplin's House"

Eika Interval

Notable Mechanisms

Enemies to Watch O For

A poison swamp spreading across the ground and Oppoo in the ceiling are waiting.

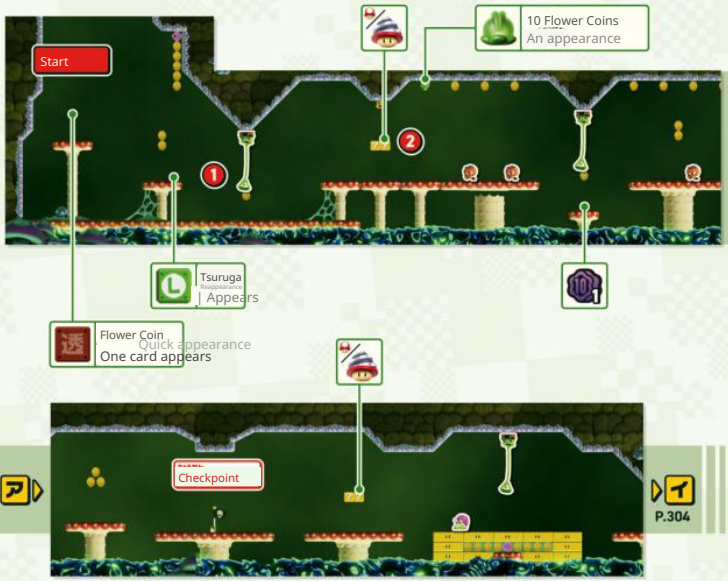
Drill
transformation

Strategy guide
Transforming will make the攻略 easier.

Whirling Block

毒沼

Oppoo



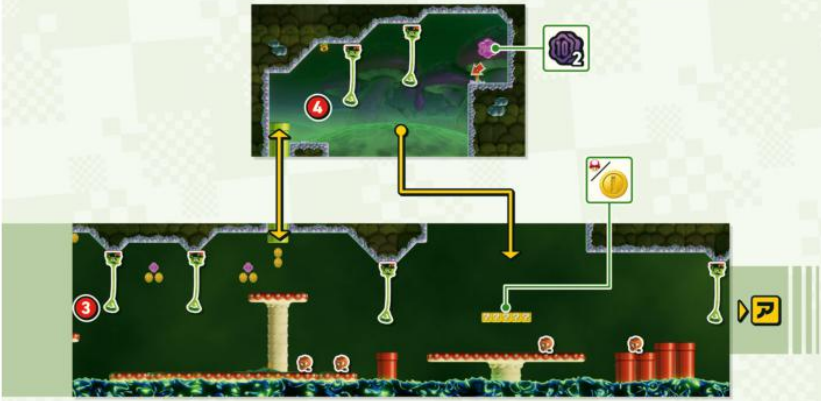
Official name
*This is not the official name

1. Watch out for the fruit dropped by Oppoo!

Oppoo regularly drops Oppoo Fruit. When reaching to grab the tail that extends beneath Oppoo, you can easily take damage, so be careful with your timing. Note that while transformed into the Drill form, dropped fruit will be deflected by the head drill, so you will not take damage.

2. Touch the Happy Flower on the ceiling

Touching the Happy Flower on the ceiling awards 10 flowers. Warp Coins appear. Dash from a Question Block and perform a dash jump, or transform into a Drill and burrow in to touch the Happy Flower.



3. Hang from an Oppoo and go into the ground

Grab Oppoo's tail and jump, then ki

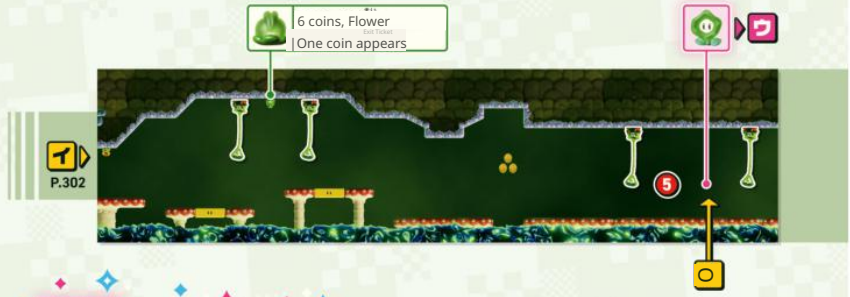
By landing on the saw-terrain, you can enter a pipe that leads to a location with 10 Flower Coins.

If you have the Float Spin Controller badge, you can also reach it with d

renzoku (consecutive) 42. Grab onto Oppoos consecutively

Grab two Oppoos in succession to head toward the 10 Flower Coins. Once defeated, an Oppoo will not respawn until you leave the cours so be careful not to fail.

➡ While transformed into th If so, jump and dive into the ceiling, collect 10 Flower then proceed inward.



5 Defeat the three Oppos on the ceiling

There are three Oppos on the ceiling above the area lined with m so defeat them all to make a Wonder Flower appear. When defeating an Oppo, wait until you see it drop a fruit and then grab its tail—this makes it less likely you will take damage.

Questions and correct answers presented in the Wonder Quiz

Questions	Correct answer
What is the name of the coin used at the general store?	Flower Coins
What is the name of the flower that lets you fly when you grab it?	Propeller Flower
What can you do when you transform into Sou?	and spray water
How many yellow coins must you collect to get a 1UP?	100 pieces
What can you do by pressing X?	Greeting
What kind of showdown did you have with Hanachan?	Race
What is the name of the current world?	Kinkin Fiel
Which one does Fukiyan blow out?	
What happens when you touch the round Koronborin?	Repelled
Where did you challenge Master Poplin's trial?	Ōgon
In Ogon's midterm exam, which lotus person did you chase?	Jump
Which world is north of Flower?	Mokumoku Highlands
Who is Bowser's son?	Bowser Jr.

Country
P.306

6 Challenge the Wonder Quiz!

If you touch a Wonder Flower, you will face the Wonder Quiz.
You will be challenged with questions by the Oppō of
Choices will appear, so select the tail you think is correct
Grab and answer. The types of questions and the correct answers are in the table below.
As stated, you can correctly answer three times within 90 seconds.
If (you do so), a Wonder Seed will appear.

7 of the Kurukuru Blocks Check the status

The rotating platform "Kurukuru Block" is dropped by Oppō.
They rotate in place. While rotating, you pass through them and f
Then, aim to move forward when it is not rotating.
If you are in Drill transformation and go under the ceiling, Kuruku
can proceed regardless of the state of the Kk (Kukku) condition.

Questions	Correct answer
Which items can be purchased at the general store?	Wonder Seed
Who is the important person from the Flower Kingdom who came with Ken?	Prince Florian
Which badge challenges are on the Flower Isles?	Dolphin Kick Lv.1
What are the controls for the Hip Drop?	In midair: L
What can you do when you transform into Awa?	Bubble-Stomp Jump
What is the "difficulty" of this course?	★★★
How many Flower Coins does the handyman 1-UP Mushroom cost?	5 coins
Where can you dig while transformed into the Drill?	The ceiling
How many panels do you have?	*1
How many Wonder Seeds from Kinkin Mine are you carrying?	※1
How many badges do you have?	※1
How many Goombas have you defeated so far?	※1
What badge are you wearing? 2	※1

*1: The choices and correct answer change depending on the player's progress
*2: Presented only when the player is wearing a badge

8 The spinning block is

Enter the pipe while it is rotating

Of the two-tiered spinning block
Enter the pipe while the upper side is rotating.
You can wait for an Oppo fruit to fall, but Hi
pping the hip can also make the spinning block
spin, so keep that in mind.

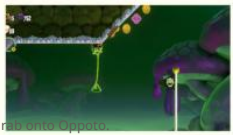
9 Land successfully on the mushroom terrain

Grab onto Oppos' tail in the center of the small
room, jump, and if you can land on the
mushroom terrain across from you, you can get 10 Flower Coins.

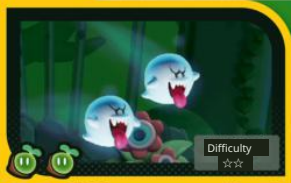
If you fall by dashing instead of jumping, you will land just right to grab onto Oppo to.

10 From Obbo to the Goal Ball

Grab the tail of the Oppo in front of the goal,
jump, and aim for the top of the goal. If you
are transformed into Drill, you can even aim from the ceiling.



While transformed into Dril
you can burrow into the ceilin
and then dash
forward with a dash to procee
To the top.



Light-and-night Mansion

Haunted house

Friend Race

Hidden Goal —

Hard: Visit "Popplin's Home, Caring for Friends"

Brief case

Notable Mechanisms

Enemies to Watch Out For

The many Boos in this course can be defeated by the light. Proceed while keeping the light on.

11 Turn on the lights with the light switch

When you hit the light switch, the ceiling lights turn on. Shining this light will defeat Boos and also reveal things that are normally not visible. The floor that can be seen by an unseen light becomes visible ... The light switches are located throughout the course, so when you find one, hit it and proceed while illuminating the course.

● The light switch meter decreases over time; hitting it again will fully recharge it. When it reaches 0, the

2 Move around the transparent wall

Even if you head straight for the 10 Flower Coins, a transparent wall will block you. For now, pass underneath the 10 Flower Coins and proceed around to collect them. Also, even when the light is off, transparent walls and floors can be seen if you get quite close.

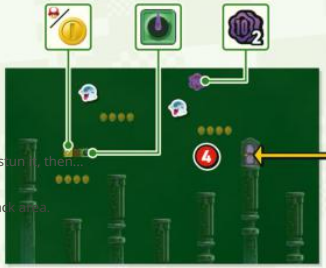
P.308

• Map Strategy

③ Stun Toby and go to the door

Toby becomes stunned when jumped on and is an enemy that can be defeated by entering (or stomping). The Toby in this location is special: it connects to a back area that contains 10 Flower Coins. Approach and, as it attacks, dodge with a jump while stomping on it to stun it, then...

Once it is stunned, enter the door and proceed to the back area.



4. Turn on the light to reveal hidden items

Back/Inner Area

After moving to the back area, first go left and hit the light switch to turn the light on. Doing so will reveal a transparent floor; climb onto it and go to the Coins. The transparent floor's position is shown It's exactly as stated, so let's use it as a reference when going to get it.

Go back to the door once
Then go to the platform to the righ
Climb onto the platform, then jum
Jump and collect 10 flowers
Collect the coins.

5 Check the lift position with the light

Cross the lifts with transparent floors and proceed. Turn on the light to locate the lifts, then ride the three lifts and collect 10 Flower Coins.

First and second
These lifts rotate clockwise
and the third lift
rotates counterclockwise
and is moving.

6 Aim for the door further ahead

Back/Inner Area

The kingdom door leads to the area containing the goal.
If you want to reach the goal quickly, you can enter, but Wonda
If you want to proceed to —, ignore this door.

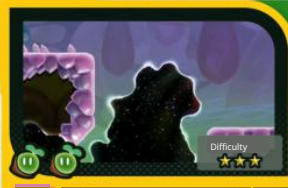
The ground beyond the doo
appears to be missing
but there is a transparent floor
so you can safely descend
with confidence.

7 Escape from King Boo

If you touch a Wonder Flower, King Boo will chase you. Chandeliers and transparent ceiling fixtures and transparent floors move to the music, so use them as platforms to advance. Aim for the Wonder Seed within 60 seconds. There are also Resa and Topy, so avoid getting hit by them.

8 Jump from the transparent platform

There is a transparent platform in front of the goal, so ride this and grab the top of the goal. Along the way there are Tele transparent high platform. Use them as platforms to advance. The transparent platform and dash all the way to the goal, you don't need to worry about being caught.



Period

Do not touch — danger!

Black "kage"

The encroaching black shadow

Friend Race

Hidden Goal

Appearance: Visiting "The Caring Popolin's House"

Notable Mechanisms

Worm-eaten

Wonder POW Block

Notice

Mario Koopa

Moves slowly along the course

If you get hit by the bug bite you will take damage

Wait for it to pass by.

Coins are
Eight coins appear

Flower Coins
One appears

Pipes, coins
four coins appear

Every time you hit a block
another block appears (up to 9 times)

Happy Flower, co
in four coins, flower
One coin appears

Meeting ticket

10 Flower Coins,
one Flower Coin,
four coins appear

Question Block
two items appear

A pipe
appears

There are eight transpar
Happy Flower in the upper row cente
From the Flower (ワー) a Flower Coin
piece, and for the others
one regular coin appears each

Coins are
3 pieces appear

coins
1 piece appears

If hit consecutively,
six coins and one
Flower Coin

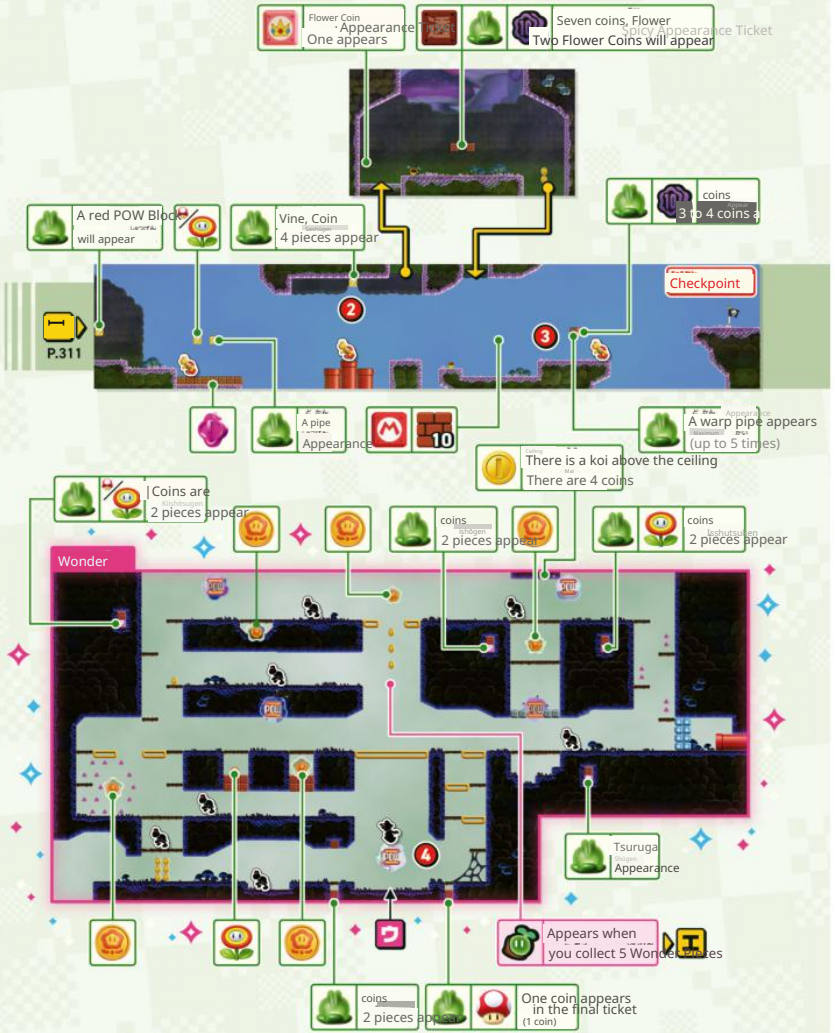
Number of occurrences / Maximum number of occurrences / Attempt sequence

renzoku (consecutive)
If hit consecutively,
five coins and two
Flower Coins
pieces appear (up to 7 times)

1. Touch the Happy Flower

Touch the Happy Flower → then touch the next Happy Flower → then hit the ? Block in that order

At that sequence, 10 Flower Coins will appear.


Flower Coin
Appearance
One appears
Seven coins, Flower
Two Flower Coins will appear
Spicy Appearance Ticket
A red POW Block
will appear
Vine, Coin
4 pieces appear
coins
3 to 4 coins
Checkpoint
P.311
2
3
A pipe
Appearance
10
A warp pipe appears
(up to 5 times)
There is a koi above the ceiling
There are 4 coins
Coins are
2 pieces appear
coins
2 pieces appear
coins
2 pieces appear
Wonder
4
Tsuruga
Appearance
Appears when
you collect 5 Wonder Coins
coins
2 pieces appear
One coin appears
in the final ticket
(1 coin)

2 Make a vine appear

After stomping the red Koopa Troopa, kick the shell straight up and hit the question block with it. A vine will emerge from the question block near the ceiling, allowing you to reach the area with the 10 Flower Coins.

3 Appear the soil block first

First, hit the left brick block five times to reveal the pipe. Make it appear and create a platform. Next, from the question block, spawn the 10 Flower Coins so you can collect them without them falling and disappearing.

4 Just hit the Wonder POW Block

In the Wonder, there is a Wonder POW Block; hitting it will release the two Wonder Pieces. It can also stun Shadow Mario and... You can also obtain items that are underground.

5 Raise the soil and jump

There are invisible blocks before the goal; if you hit one, a Happy Flower will appear and the soil will rise. Use this rising soil as a platform and perform a dash jump to aim for the top of the goal.

saisho Hidden Area

The First Hidden Area

Ruins

Purupuru Ruins

Friend Race

Hidden Goal

Appearance: Requires 6 or more Wonder Seeds in W5

Possession

Movement becomes sluggish inside gel terrain.

While inside it, Puru

In progress

Watch out for Puru's and Gottsun's movements

Notable Mechanisms

Gel terrain

Enemies to Watch Out For

Purupuru

Gotsun

1. Dive into the gel terrain!

You can enter gel terrain by touching it from above or below. Move with the L stick and press the jump button to accelerate. Note that Purupuru will remain in the gel terrain as is. It comes sliding in. Also, Gotsun, when falling or rising, while rising, it pushes and crushes it away, so caution is necessary.

Careful Attention Required

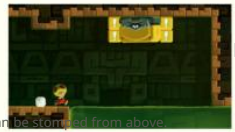
⬅ Gel terrain on top exists
You can walk and dash on the top, and enter by doing a hip drop.

⬅ Gel terrain
The wobbles (Purupuru) that come through the middle can be stomped from above.

2. Avoid being crushed by the two Gotsun attacks

Gotsun moves left and right, and when the player gets close it will launch a straight-line crushing attack.
(Yellow falls from top to bottom, blue rises from bottom to top.) at this time pushes and erases gel terrain on the route
It will crush you, so quickly get away. A siren sounds before the a
so pay attention to the sound.

⬅ Gel terrain
Inside, you can jump
Press the button repeatedly to swim and avoi



⬅ ! Block appears
When you equip the appearance badge, it prevents Gottsun f

3 coins, 1 Flower
2 Coins appear
Encounter Ticket

8 coins, flower
One coin appears

Have Gottsun break the block in 30

Gotsun's crushing attack also has the effect of hitting blocks. You can use that to bait Gotsun's attack, have it break the block below, and get 10 Flower Coins.
Let's take it. At this time, you are inside the gel terrain.
Movement becomes sluggish, so stand on the gel terrain
It is best to lure Gottun's attack while in that state.

⬅ After collecting 10 flower coins, it is safe to skip (let) one crushing by the remaining b

4. Make all the "Buruburu" [shiver/shake] into that

When you enter the pipe, five PuruPuru creatures will appear.
Defeat all of them and collect 10 Flower Coins.
Purupuru just moves toward you, and its attacks are not dangerous.
Although not always visible, they suddenly appear from the floor or ceiling.
There is a small gel at the points where they appear, so
use it as a marker to avoid getting hit.

6. Ride the Gotsun to move upward

On the normal course, at locations where there are 10 F
you move by riding the Gotsun. Position shown in the pho
Attract a bump with it, then ride on top and have it carry you.

Wait directly below
the gap in the ceiling
and when the siren
sounds, get on top of the bump.

7. The hidden goal leads to Wonder

Entering a pipe within the gel terrain leads to the regular goal
You can proceed. However, collecting a Wonder Seed, or
To unlock the "Central Secret: Yura-Yura Ruins" and similar
you must clear the area via the hidden goal.
Return to that location and proceed toward the Wonder.

5 Place a block on Gottsun

Let (them) fight

誘引 Gotsun's crushing attack, ?bu

Make the rock strike and Wonder Flower

Shogen

Make it appear. After that, the jelly area

Let's swim inside the shape and go touch it.

Vanguard

8 From the Tip of the Gel

Let's do a wall kick

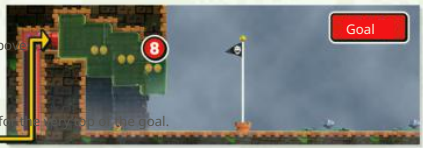
When you get into the gel, go up the ladder above

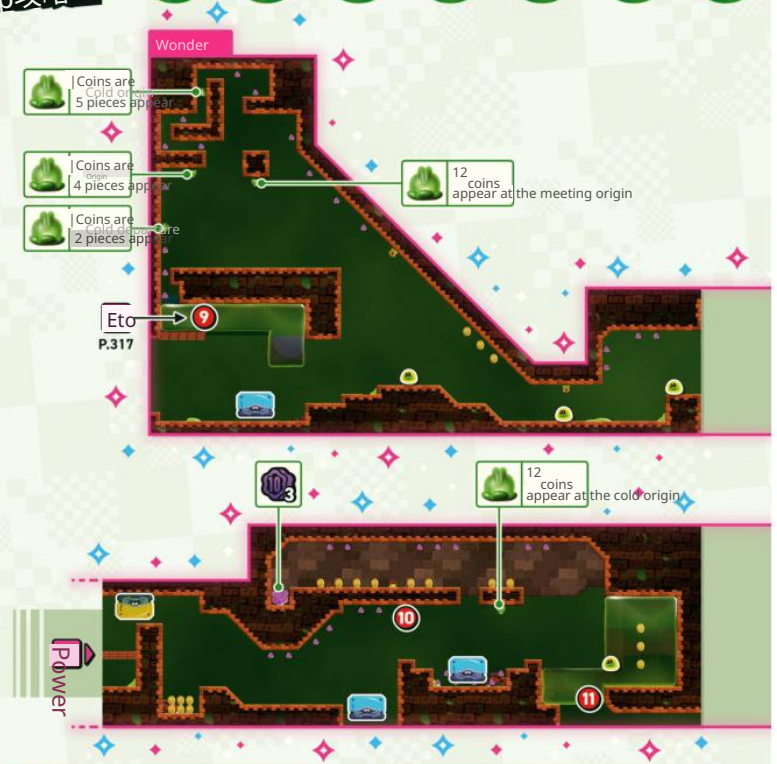
Oya Up

Swim in

<original>で泳ぎ</original>, then

jump straight up and perform a wall kick to aim for the top of the goal.





Proceed along the ceiling for 10

If you keep moving forward while stuck to the ceiling, You can reach the location of 10 Flower Coins. Below or Don't get hit by the crushing from the rising Gottsun. Dash through it to pass through.

10 Flower Coins

Even after obtaining ン, You should continue moving along the

11 Attach to the ceiling to reach the hidden goal

After collecting 10 Flower Coins, if you stick to the ceiling and go straight ahead you will find a Wonder Seed. Also, if you enter the pipe next to it, you can reach a location with a hidden goal.

Before taking the Wonder Seed go further ahead before collecting and advance deeper to gather a large number

9. Turn into a Trampoline and stick to walls and ceilings to proceed

Touching a Wonder Flower transforms you into a Quiver, allowing you to stick to and move along walls and ceilings. The ceiling route lets you collect more coins than dropping down to the floor. Note that you can stick not only to walls and ceilings but also to bumpers, so be careful.

When bumpers move, avoid getting trapped between wa
also using jumps
and changing where
you stick as you go.

12 From the gelatin terrain To the top of the goal

When you enter the central gelatin terrain, jump to move to the gelatin terrain on the right. After that, swim to the upper-right edge of the gelatin terrain and then continue swimming toward the top of the goal and jump there.

Hidden Area

Central Hidden Realm

"Ruins

Wavering Ruins

Friend Race

Hidden Goal

Appear "The First Hidden Realm: Purupuru Ruins" Hidden
Condition: Clear by reaching the goal

Notable Mechanisms

Square Toran
Polin

Enemies to Watch Out For

Slideon Makimaki

The platform tilts left and right, and because of that
Together, the Slidon slides along
bamen (scene)
This is a course with many scenes where this occurs.

※This is not the official name.

1. Ride the Slider and enter the door

The door at 2 floats in midair, so you need to use the Slider as a footing to enter. Ride the Slider and wait for the platform to tilt to the right. Enter when the Slider has just slid up beneath the door.

Underneath it is Toss out or it is "rain".

On the side of the Slidon has spikes attached. Without descending below, the scaffold

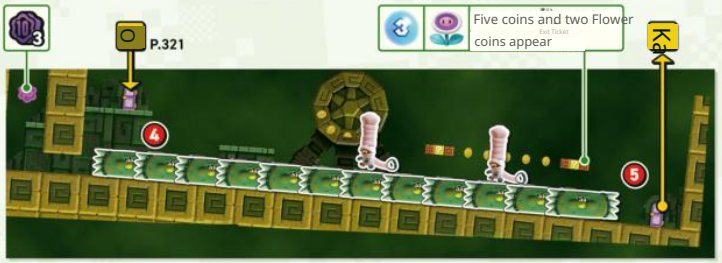
② Aim for the moment when it tilts to the left

Touching the Happy Flower spawns 10 Flower Coins along the wall. While the platform is tilted to the right it sinks into the poison swamp, so wait for it to tilt to the left before jumping to collect them.

+100 Flower Coins After repeatedly jumping a kick and taking it, head Return to the footing.

③ Ride the Slideon at the right timing

Wait on the platforms on both sides of the 10 Flower Coins, and ride the Slideon so it slides beneath the 10 Flower Coins When it comes, ride it and take it. Immediately after taking it Jump and return to the original platform.



4 The chance comes when it tilts to the right

The majority of the ground is covered with Slidons. However, when the platform tilts to the right, there is a gap and you can go to the left side. You can do it. Go through there to collect 10 Flower Coins. appears, wait on the platform for the right timing to return.

5 Enter the door while the Slidon is not present

Contrary to ○, when the platform tilts to the left and the gap appears near the door. On top of the Slidon Stay mounted and wait for it to tilt left, and when the gap If you can, quickly go through the door.

The platform tilts left and right will start to tilt
The platform tilts left and right will start to tilt
6
Power
When the Slidon falls, 4 coins and 1 flower coin appear
Goal
8
The platform tilts left and right will start to tilt

6 足場のかたむきを起動 let's do it

After exiting the door, ride the Slidon on the left and go left to climb onto the left platform, touch the Happy Flower to tilt the platform and activate the tilt. After that, ride the sliding Slidon and climb the right platform

●When the platform is tilted to the right perform a dash jump from the slide

7. Quickly ride the Slidon

To proceed to the Wonder and the hidden goal, first touch the Flower to activate the platform's tilt. Next Ride and wait on the Slidon atop the left platform, then slide to the door and go inside

Happy Flower

When you touch it, quickly Ride the slider on top of the platform.

8 After activating the platform's tilt, use the Maki Maki as a stepping stone.

At a normal goal, first the Happy Flower in front touch it to activate the platform's tilt. Next, the platform will When leaning to the left, step on Makimaki's head, hi

Jump and aim for the top of the goal. Note that At a normal goal you cannot obtain a Wonder Seed, and the next co Be aware that the course will not be unlocked either, so remember

The platform tilts left and right and five coins appear

The platform tilts left and right will start to tilt

P.324

9 Chasing the sliding Slidon

Q Let's chase it

The Slidon carrying the Wonder Flower slides in accordance with the platform's tilt so chase after it to catch it.

Wonder

10 Slide so you won't be bounced back by the square trampoline.

While in Wonder mode, the ground becomes slippery. Square trampolines appear in various places. Depending on the, you will be pushed back, but at that moment small Flower Coins slide together to move, and within 90 seconds three Wonder Sheets will appear.

aim for the goal. Hitting the side of a square trampoline

Side view

Hidden place

appearance source

However, try to get on top. Jump so you don't hit the top The square trampoline

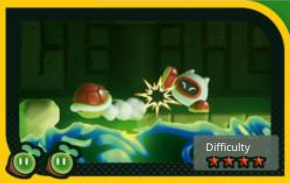
Slide on will slide midway

Avoid it by jumping. It comes at you, so stay cal

11 Jump at the same time the Slideon falls!

Ride the Slideon just before the goal ball and get a Happy Flower. When you touch the Flower, the platform tilts to the right and the Slideon begins sliding toward the pole. The Slideon falls. Keep riding it and, at the moment shown in the photo, jump and aim for the top of the goal.

◆ At the spot where the platform is tilted the most, the Sliphon will fall so at the same time you dash-jump toward the goal.



Hidden Area

The Final Frontier
ruins
Dokudoku Ruins

Friend Race

Hidden Goal

Appearance: "Middle Frontier Yurayura Ruins" as a hidden goal
Condition: Clear / Possess 11 or more Wonder Seeds from W5

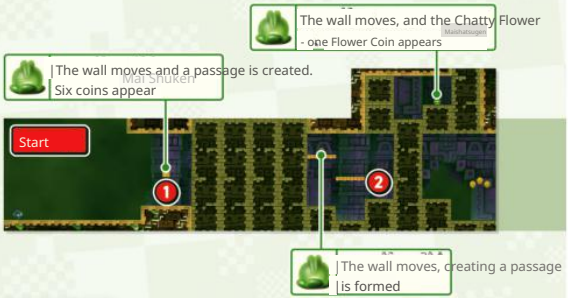
Notable Mechanisms

Enemies to Watch Out For

The Happy Flower is the key that opens the passage.

Store the Drill Mushroom

Checking it in advance makes the strategy easier.


The wall moves, and the Chatty Flower - one Flower Coin appears
The wall moves and a passage is created. Six coins appear
Start
1
2
The wall moves, creating a passage is formed

1 Touch the Happy Flower and open up the passage

When you touch the Happy Flower, the wall in front of you starts to move and a passage is created. In this course, the Happy There are many scenes where the terrain changes due to flowing So, when you find them, touch all of them.

Coins and red Koopa Troopas will fall here so avoid them by jumping.

② Step on the red Patapata to reach the ceiling

When you touch a Happy Flower and move the wall, a red Paratroopa will appear three times. If the red Paratroopa is at a position, stomp on it and jump, then from there perform a wall kick to reach the ceiling.

There is a Talk Flower on the ceiling. What do its words mean...?

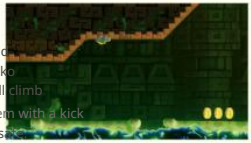
...?

*This is not the official name

3 Aim upward and keep moving so the poisonous swamp doesn't catch up to you

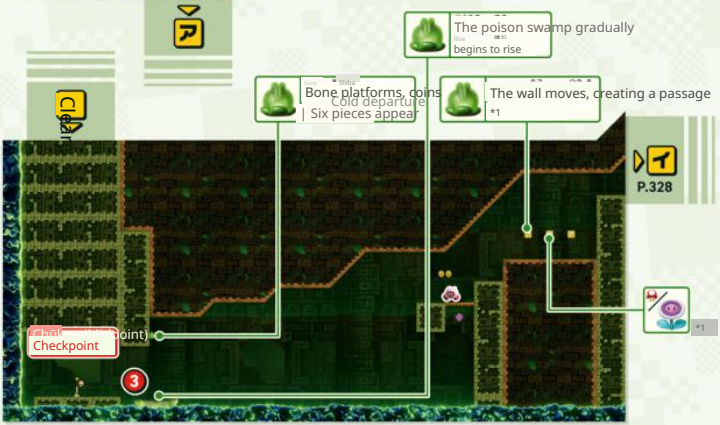
On the scaffolding above,
If you touch the Happy Flower on the scaffolding,
The swamp begins to rise little by little. There is a wall above shortly after
Touch the Happy Flower to make the next bone platform appear

At the dead end
There is a Zundoko
Location: the wall climb up
Move behind them with a kick
That will make it s



and cross it. In this area, the basic tactic is to dash
so the poisonous swamp does not
with you.

While in Drill Transformat
there is also a Poison Swam
on the ceiling
Grow. Poison swamp
Without worrying, quickly
move forward.



*1: Between three aligned Question Blocks, the positions of power-up items or Happy Flowers may change

Note 1: The position of the Happy Flower may shift among the four aligned questio

④ Touch the ceiling Happy Flower.

The Happy Flower moves randomly among three protrusions on the ceiling. Touch it to move the wall and collect the 10 Flower Coins.

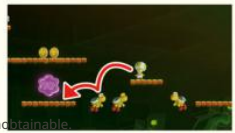
5 Get the 1-UP mushroom without missing it

If you hit the ? block and move the Cape the 1-UP mushroom on the upper-right wall will become unobtainable. Climb using the photos as a reference to collect it.

From atop the rightmost ? block, perform a dash jump and climb the left wall.

6 Crossjy stepping on the red Paratroopa.

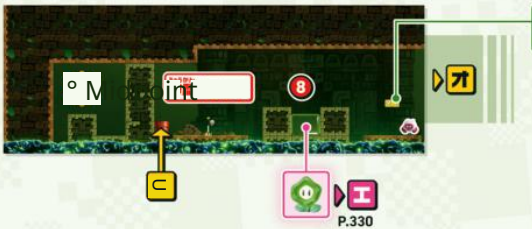
Step on the leftmost red Paratroopa and land on the platform with 10 Flower Coins. You can also approach it from the left side, but that takes more time.



The key point is when you stomp, do not press the jump button, and perfor

7. Coins while transformed into the Drill

If you are transformed into the Drill, you can burrow into the c to collect the many coins located deep inside. The coins left of the upcoming checkpoint can be obtained in the same way



The wall moves, creating a passage

⑧9 Hip Drop on Gel Terrain

If you perform a hip drop on a small gel terrain on the ground, a Wonder Flower will appear. Touching it will let you aim for a Wonder Seed and the hidden goal.

⑨ The Hidden Goal Lies Beyond the Goal

At the goal beyond the midpoint, you cannot obtain the Wonde and the course beyond it will not be unlocked. Wo Transform into a Wonda and tremble your way further inside.

10 Stick to the Ceiling and Move Ahead of the Ball

Touching the Wonder Flower transforms you into the Trembling Form.
Dash-jump from a nearby ? Block
Stick to the ceiling and move forward, pass over the regular goal,
and aim for the hidden goal.

11 Stick to the side of the lift and move forward

Touch the Happy Flower and the blocks will start moving
to become a lift. Cling to the right side of the lift,
avoiding the red Paragoombas as you proceed. When you reach the
jump from the lift onto the caped enemy.

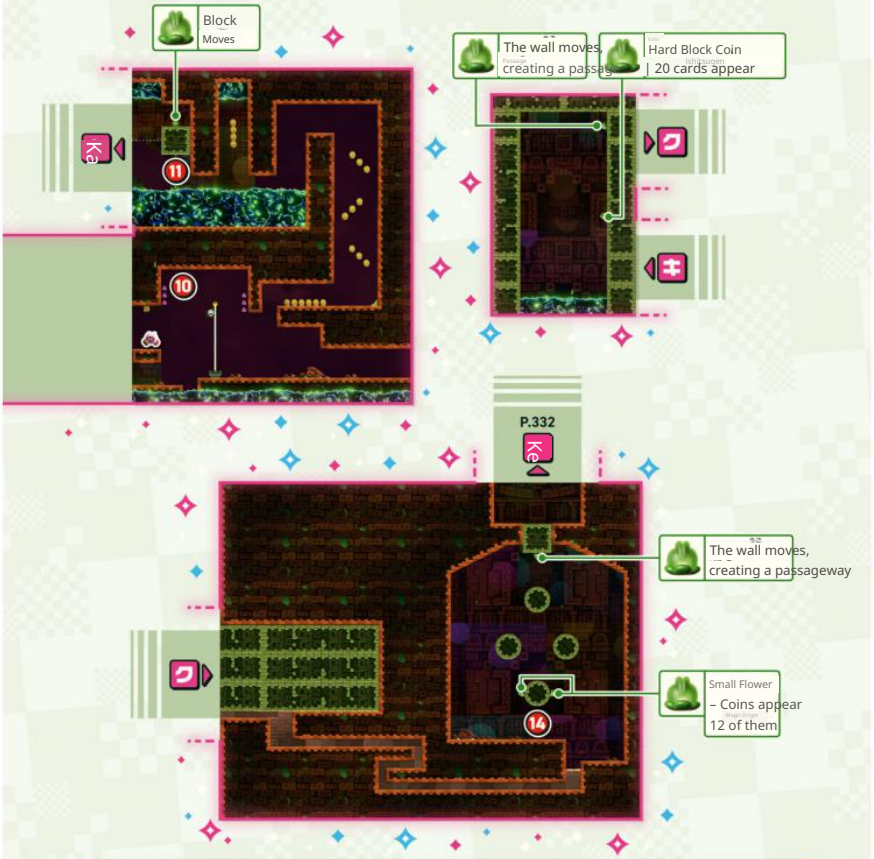
12 Be careful not to be crushed by falling blocks

If you touch the Happy Flower at this location, a block above
will fall and create a passage. The block
If you are under the block, you will be crushed and lose a life, so H
Let go immediately after touching the Happy Flower.

13 While touching the Happy Flower, take it along the way

Touch the Happy Flower to make the block above fall
A passageway will form. Be crushed by the falling blo
Dash through without hesitation. At that moment, a pictu
While progressing along the true route, it's also a
good idea to pick up the 10 Flower Coins located near the

Dash to dodge blocks and proceed, collecting 10 Flower Coins a
On the platform above the inn
Move by jumping.



14 Proceed by jumping from round block to round block

There are four round blocks, so cling to them and when you get near the adjacent block, jump places, climb Repeat this sequence to climb. On the first

Touch the two Happy Flowers on the block, and Small Flower Coins will appear around the round block Since it exists, it's a good idea to pick it up while you're passing by.

3 coins, 1 flower coin, 5 Small Flower Coins appear
Lava barrier is 1 Steps become smaller
When you get a Wonder Seed, this wall It moves, creating a passage
15
The lift moves, and Happy Four Flowers appear
P.331
Lava barrier is 1 Steps become smaller
Three coins and a Mini Flower Five coins appear
Block fall down
16
Hidden Goal

15 Let's deactivate the lava barrier

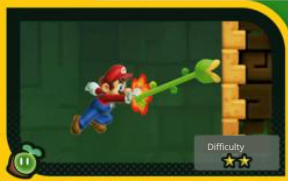
When touched, a Happy Flower causes the round blocks to start moving and become lifts. The Happy Flowers on the two lifts are sh toward each Happy Flower to deactivate the lava barriers and remove them, then collect the Wonder Seed.

◆Cling to the outer lift and wait for the inner lift —when the inner lift ar

16 Reach the goal without stopping!

If you touch a Happy Flower on a platform in midair, the platform will fall. Don't stop and da Dash across the platforms, then dash-jump from the last platform to reach the top of the goal.

◆Keep dashing without stopp and you'll be able to cross the If you dash without stopping, you can traverse the



Badge Challenge

Level

Vine Shot Lv.1

Friend Race

Hidden Goal

Spawn "First Hidden Realm: Purupuru Ruins" is hidden

Condition Clear at the goal

The Vine Shot badge is faintly visible

Stick to obstacles. Attach to walls or lifts and climb up.

Notable Mechanisms

Trampoline

Lift

Notice

P.334

① Stick to the wall and perform a wall kick!

When you fire the Vine Shot, the extended vine is drawn to the obstacle it attached to, letting you hold on for a short t
After that, you enter a wall-sliding state. From there, Kape Kick
If you thrust out the hook, you can climb onto the upper platform.

After a wall kick perform another vine shot
Repeat this sequence and you will gradually climb upw
You can keep climbing.

2 1 Chikkachū Extend the vine toward the wall while falling

First, dash from the right platform toward the left
While descending, extend the vine to the left wall. If you hook it succ
If you stick to it, perform a wall kick, climb onto the platform and collect 10 Flower Coins.

The trick is to fire the Vine Shot early. Even if you fall, it won't count as a mistake, so try it with

※ This is not the official name.

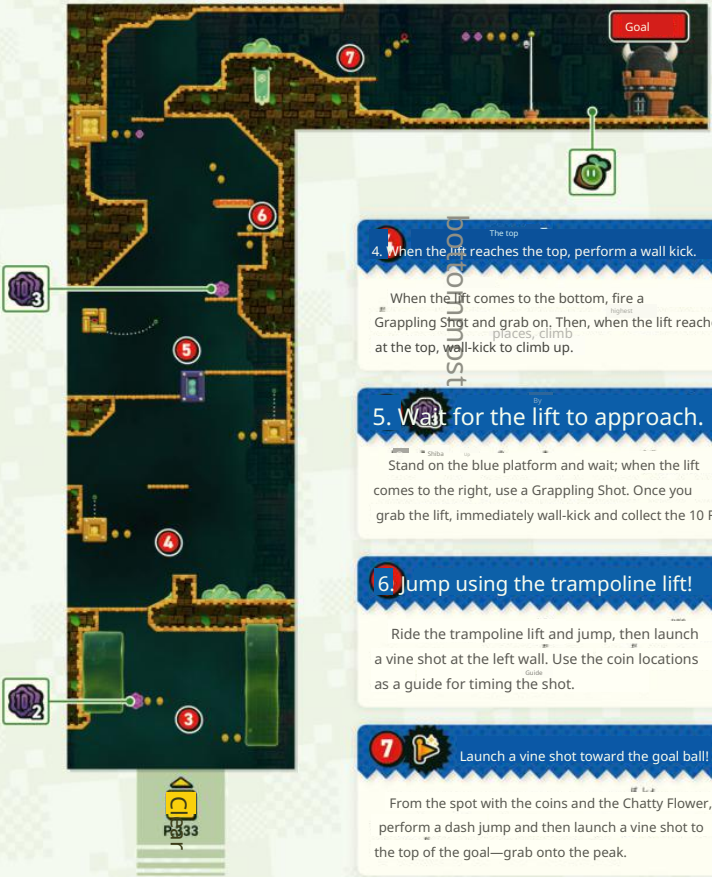
30 Extend your vine toward the gel terrain

If you extend your vine to the gel terrain, other obstacles Unlike objects, you don't stick to it and enter as is. Right After entering the gel terrain, jump left to collect the 10 Flower Coins.

Fire a Vine Shot toward the Warp Coin.

If you enter to the left, swim straight through and emerge on top of

Then jump up to reach the upper platform.



4. When the lift reaches the top, perform a wall kick.

When the lift comes to the bottom, fire a Grappling Shot and grab on. Then, when the lift reaches the top at the top, wall-kick to climb up.

5. Wait for the lift to approach.

Stand on the blue platform and wait; when the lift comes to the right, use a Grappling Shot. Once you grab the lift, immediately wall-kick and collect the 10 Flower Coins.

6. Jump using the trampoline lift!

Ride the trampoline lift and jump, then launch a vine shot at the left wall. Use the coin locations as a guide for timing the shot.

7 Launch a vine shot toward the goal ball!

From the spot with the coins and the Chatty Flower, perform a dash jump and then launch a vine shot to the top of the goal—grab onto the peak.

Defeat and advance!

Kinkin Coliseum

Friends Race

10フラワー Coins

200秒／140秒／90秒

Appearance: "Central Secret — Wobble Ruins"

Condition: Clear via the hidden goal

Enemies to Watch Out For

Thwomp, Ooppo, Topy P

Rupuru will appear. The key is how quickly you can defeat Topy —defeating it as fast as possible is the main point.

1 Fire Flower and Drill Mushroom recommended!

To deal with the fruits dropped by Oppo, use the Drill Mushroom, and to quickly defeat Purupuru, the Fire Flower is recommende

Start out already transformed into the Drill form.

2 Move the lit light using the pull switch

After exiting the door, first avoid the Boo with a dash jump, then hit the light switch to turn on the light to light it. After that, use the pull switch

Pull the light back to its maximum and move it, leaving two behind to defeat the Boos. The remaining Boo will face away — lure it with the light and defeat it.

P.335

3 Defeat by grabbing Oppos consecutively

renzoku (consecutive)

Dash-jump from the mushroom terrain and latch onto Oppobo's tail six times in a row to defeat it. Even if you take dama it doesn't matter, because you can transform into Fire later.

hidarishita

There is one at the lower left

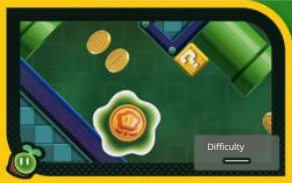
Defeat Toby first

If transformed into a drill, dig into the ground
Pass through the block and shortcut to the lower-l
Otherwise,
advance through the door
Defeat the lower-left Toby first.

5 Attack BuruBuru with Fireballs

Power-up items you had stored when exiting the warp pipe
Transform into Fire with でファイア. Plupuru (Purupuru) can be defeated more quickly by throwing fireballs than by approaching
(Preserve "でファイア" as a retained game term within the English sentence)

*Note 1: The spawn position of the upper Topy (topiary/enemy Topy) changes randomly to either the left or right. When the Topy is on the right, the right door leads to the inner area; when it is on the left, t



Take a breather

A little break

"Rotation

Magic Rotation House

Friend Race

Hidden Goal

Appearance: "Do not touch—Danger! The approaching black

Clear the condition "S

Noteworthy

Notice

Proceed through the rotating room toward the Wonder

Aim for the Seed. There are no enemies, so (polite verb ending) appear proceed with confidence.

Appears when you collect 5 Wonder

The room begins to rotate, and Wonder Pieces and coins appear: 21 coins and 3 Flower Coins

1. While it rotates, head for the Wonder Seed at the center

Stepping on the question-mark switch causes Wonder Pieces to appear, and the room begins to rotate at the same time. As it rotates counterclockwise, collect the Wonder Pieces and aim for t room's center. When the room's orientation is vertical, use wall ki places, climb Using wall kicks lets you ascend quickly.

Not only Wonder Pieces but also coins and flow

There are also plenty of Wario Coi

They appear, so pick them up while you're at it.

Take a breather

A Short Break

"Music Room

Ranran Pakkun's Music Room

Friend Race

Hidden Goal

"Retreat? Pull Back? Oppō's Poison Swamp"

Clear the conditions

Notable Mechanisms

Be careful of acid

Carrying Blocks

Ranran Pakkun

Ceiling Xylophone

The floor and ceiling are made of xylophone blocks in a room covered with them, and the objective is to defeat Ranran Pakkun.

riety of objectives

Wooden Xylophone

1. Jump on the block and hit the RanRan Pakkun from below.

To make the Wonder Seed appear, you must defeat all f

Necessity

Marimba Pro

Jump high with the kick and attack Ranran Pakkun from below.

Let's strike them down in order. Ranran Pakkun is

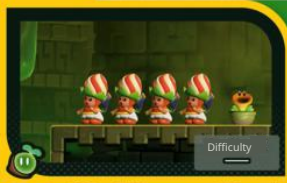
kyū gomawā

It moves back and forth, so take your time aiming carefully.

When you defeat a Ranran Pakkun, coins will appear

Pick them up before they disappear,

Let's aim for (capture/target) Kkun.



Waiting for Help

Sai Kutsu Jō

Popplin Excavation Site

Friend Race —

Hidden Goal —

Featured Delivery —

Enemies t out for

Appearance: The "Final Frontier: Dokudoku Ruins"

Condition: Clear by reaching the goal

Heh Transformation

Transform into a PuruPuru and move along the wall

and proceed toward the excavation

Back/Inner Area

aiming for the depths where the Popplins are waiting.

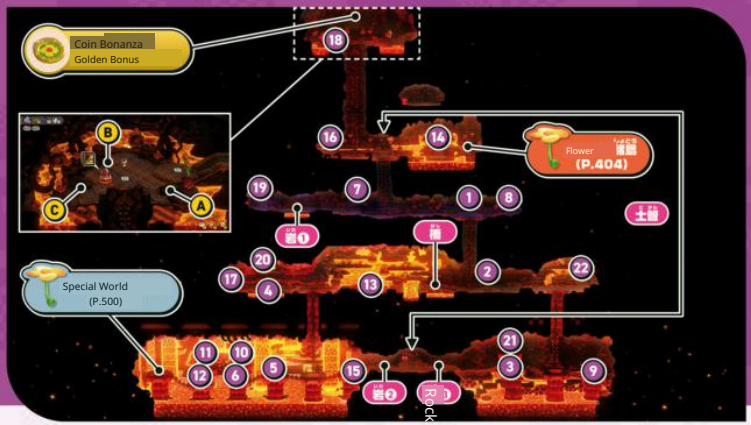
1. Transform into Purupuru and aim for the deepest part

Touching a Wonder Flower transforms you into a PuruPuru, so while sticking to the wall, move inward and proceed. Clearing this course grants a Grand Seed

You receive it, but that's not the end. If you revisit after clearing and complete it once more, a Propeller Flower that leads to the Special World will appear.

Jukai

W6 Magma Sea of Trees



Explore the underground courses while heading to the palace

A world where courses are scattered across a lava region. At least 15 Wonder Seeds are required to release it.

"Palace of the Magma Sea" which contains a Land Seed is located close to the world's entrance, but the

Descend further to lower layers and from the unlocked courses, wa

Let's collect the Wonder Seeds.

1. Gorobo's Underground Empire P.342
2. Watch Your Back! Wulong Ruins P.349
3. Spin It! The Flaming Great Wheel P.354
4. Blazing Achi-Achi Street P.359
5. Lift of the Lava Tunnel P.364
6. Ancient Memory Engine: Dragon P.368
7. Badge Challenge: Soft Jump Lv.2 P.374
Badge Challenge: Float Spin Lv.2 P.376
9. Badge Challenge: Vine Shot Lv.2 P.378
10. Master Badge Challenge: Jet Run Lv.2 P.380
Invisible Badge Challenge P.382
12. Badge Challenge Panel Lv.2 P.384
13. Magmano Jungle Aircraft Battleship P.387
14. Magmano Jungle Palace P.392
1. Knock Them Down and Move Forward! Magma P.397
10. Everyone's Plaza: Secrets of the Item Plaza P.400
17 A Short Break: Hot Stones Here and There P.402
18 Magma Tree Seal — First Observation Post P.341
19 Magma Sea of Trees: Observation Station No.2 P.341
20 Magma Sea of Trees: Observation Station No.3 P.341
21 Magmano Forest of Trees, Observation Post N P.341
2 Anything P.341

Observatory Information ×4

There are Observatories numbered 1 through 4, and visiting each will grant you one Wonder Seed each.

The release conditions for each observation post are shown in the table below. Clear the conditions to visit to increase the number of Wonder Seeds.

Conditions for Unlock

Observation Post	Unlock Conditions
18	Observation Post 1: Unlocked from the beginning
19	Observation Post 2: Clear Observation Post 1 / Destroy Rock ①
20	Clear Observation Post 3: "Scorching AchiAchi Street"
21	Clear Observation Post 4: "Spin It! The Great Wheel of Flame"

General Store Information ×1

A new badge called Coin Vacuum is sold.

It has the effect of drawing in nearby coins and Flower Coins, which helps with coin collection.

Basic items for sale

Coins Vacuum	300	1UP Mushroom Set	20
Wonder Seed	100	Panel Lottery	10
1UP Mushroom	5		

Route Opening Information

There are 4 Pipes that lead to the passage blocked in four places by rocks and broken bridges and cannot be passed. To open them up, you must you will need 50 Flower Coins. Also, rocks

If you break rock ② or rock ③, you can take a shortcut

Pipes appear. Also, break both Rock ② and Rock ③.

Breaking them opens the path connecting the left and right sides o

5 Home country

Gorobo's Underground Empire

Friend Race

Hidden Goal

Visit the "Magma Sea of Trees First Observation Site"

Case Inquiry

Notable Mechanisms

Domino

Enemies to Watch Out For

Gorobō

Spiky Saw

A cave-like course. Wander

In Wonder form, you transform into a Spiky Ball and can knock away enemies and blocks as you progress

They appear consecutively, and each time you touch them | Three coins appear each time

When you defeat Gorobō | Magic Sword 5 pieces appear

1. If transformed into Drill form, use the ceiling

When in Drill form, use the Question Block's Happy

After spawning the flower, move along the ceiling. Go

Avoid Robo and Spiny while collecting the consecutively appearing

Happy Flowers and coins.

Happy Flower's

2 Break the brick blocks 20

If transformed into the Drill, dig into the ground and brick blocks

You can slip past and obtain 10 Flower Coins.

When you are not in Drill form, lure the Gorobō slightly to the right

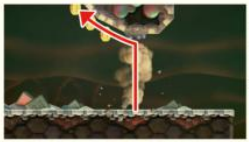
and have it break the brick block.

To some extent toward Gorobō

③ Proceed along the path hidden in the ceiling at 30

Proceed along the path hidden in the ceili

Use the drill transformation to dive into the ceiling and proceed left. Proceed
and you can go to a hidden area. Once you arrive, again
Enter the ceiling, and only the Drill transformation can drop you directly to the Flower Coin
and get there. It should be easy to follow the path
of coins that appears with the Happy Flower.



shi left teoju
エ へ
Resume
An
In
Ene
Keku
When entered

ing the ceiling. While
remaining submerged. From its spot, naviga

④ Head to the ceiling to reach the hidden goal

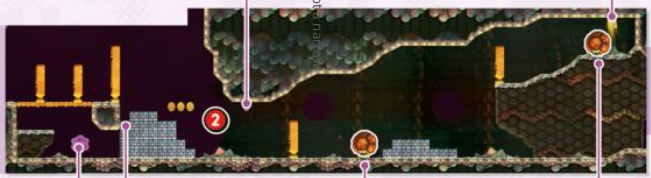
Ceiling

Feel out the ceiling from just before the unusually tall domino ro
If you go to the right, you can head toward the hidden goal. Proce
so maintain the transformed state
Let's reach it. There are various ways to jump onto the ceiling
but performing a Cape Kick on the upper pipe is simple.

ji nimo
ru kaku gu ka
Soil and
Pipe go to
for those
surface to sky
at the
ahead

renzoku (consecutive)
They appear consecutively, and each time you touch them
Three coins appear at a time

Flower Coin
collection ticket
One piece



10 1

Flower coin(s) are
1 piece appears

When you defeat Gorobō
1 piece appears

Golobo
Appears when defeated

Mai Shaken
Nine coins appea

10 2

4 coins appear

5. Use the Domino Fortress

Get up onto the high platform

High platform

From the high platform, perform a dash jump to grab the top of the goal.

High platform

Reach the high platform by wall-kicking from the domino rock to climb. A wall-run jump or a crouch-big jump also works.

While dashing forward (↑), perform a wall kick
If you repeat it, you can climb up to the high platform.

6

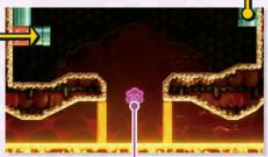
From Waka, defeat the domino rock and proceed into the soil

Entering the horizontal pipe leads to the location of 10 Flower Coins.
To reach the pipe: if transformed into Drill, go to the lower-level ceiling.
Go underground and break the brick blocks. If not in Drill form,
jump on the upper-level Gorobō and roll to the right. 10 Fl
The Flower Coins are obtained by wall-kicking off the domino rock

If you stomp on Gorobō and drop to the lower row, you can break the brick block. After that, defeat the domino rock and enter the pipe.

times

Flower Coins
1 piece appears



Defeat Gorobō
And 5 appear

Flower Coins
1 piece appears

P.348

Wonder
エ
P.344
7
カ
8

7 Roll along as a Spiked Ball

Touching a Wonder Flower turns the player character into a Spiked Ball. Roll along the path as is.
You'll be invincible against enemies you encounter along the way.
You can also break rocks by ramming into them, so keep moving.

Coins: Coins and small enemies that appear can be defeated by ramming into them.

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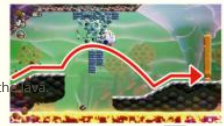
8 Jump so you don't fall onto the rocks!

Even as a Spiked Ball, falling into lava will cause an immediate miss, so be careful. At gaps in the platforms, make sure to jump so you don't fall into the lava.
If the rolling speed is fast and your jump timing keeps being delayed, it would be good to slow down your pace a little.



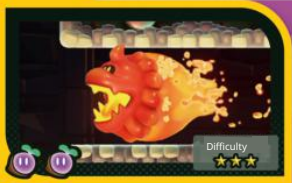
Brick blocks and domino rocks are stingy, so go to the upper section.

The next passage gap. The lower section leads to the gaps in the platforms.

From 9 platforms to the top!

High platform

Dash from the right edge of the high platform onto the high platform. Drill transform
Jump. If you transform into a drill, the next
From the pipe on top, traverse along the ceiling



Difficulty

Japan
Appearance Conditions
Clear "Gorobō's Underground Empire"

Watch out when turning around!

ruins

Oolong Ruins

Friend Race

Hidden Goal

Notable Mecha

Turn-Away Block

Youchu
Enemies to Watch Out For

Oolong

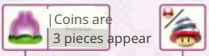
Goomba with Helmet (Spi

Beware of the "Turn-Away" blocks that appear and disappear

and the Oolong that charges when you get close

In progress

Watch out for charging Oolong!



Coins are 3 pieces appear

Clear
P.350

1. Admire the Turn-Away Block

Spawn location

The "Look That Way" block faces toward the location where it appears. Try to get a feel for that. Also, items and enemies

not present

They appear when you get within 5 blocks. If you move away from it, it will disappear. If you approach to appear when it overlaps the position of the "look t

Reverse direction

they will disappear if they face the opposite direction. Before moving forward, enemies will disappear.

saisho

Shūgen

The coin that appears from the first Happy Flower can be collected without dropping it into lava if you make the \"look that w

Yokon

opposite direction

can be made to fall into the lava.

3 coins, 1 Flower
2 Flower Coins appear
The block on the right begins to move up and down
P.349
The block on the right moves and the passage opens
10 coins
Appearance

② Avoid Oolon to obtain

Get close to just above directly beneath Wooron, then charge Wooron forward. Quickly catch 10 flower coins before it revives.

After knocking them, pass through the [illegible] and drop down to the lower level, then [illegible] by Flower to open the path.

Drop down under the block. While catching, pass through the spinning block—

★With running jump, pass through each it

3) Pass through three at once to the dirt

Along the rail, the "look that way" blocks move up and down

Up and down

is. You won't be trapped between them.

Suddenly, the corridor began to [illegible]

Then proceed quickly to the right.

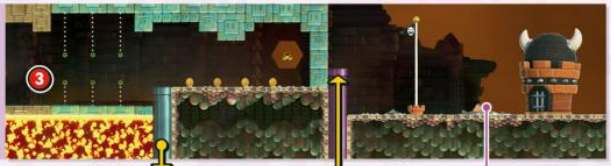
Now. After passing through, right in front of you

There is a goal, but the passage is blocked.

Proceed ahead through the pipe.

Flowers(10 pcs) are 1 piece appear.

The block on the right It begins to rotate.



P.352

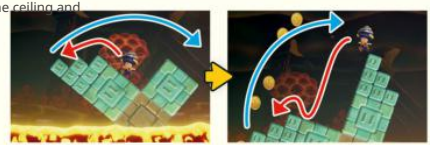
④ ! Block appears near the ceiling to the ceiling coin

! If you equip the badge that causes blocks to appear and then look that way, the block will ca near the ceiling
Climb with a P-switch, and the coins along the ceiling and
You can obtain Flower Coins. The ceiling can be passed through by dashing.

Keep kicking repeatedly to climb. Ride onto the block, and from there, the ceiling

5 Ride the rotating platforms to advance

When you touch the Happy Flower, begins to roll to the right. Into rotation
that way facing block Keep riding together into the lava zone
becomes a gray block with attached blocks. to cross over it.



⬆ Time your movements with the rotation; when the stepped surface tilts, jump
(Keep repeating the movement to continue climbing.)

The lower block is. It begins to rotate.

coins 7 pieces appear

coins 7 pieces appear

Pet P.352

6 Happy Flowers

Let's make it appea

Ride on the rotating block

Touch the airborne Happy Flower and a little to the right, a 10 Flower Coin will appear.

The 10 Flower Coin appears. When the rotation stops, before it sinks into the lava turn away and use the block as a platform to catch it.

1 at the edge of the "Look That Way" block if you reach it.

7 transformation

Get it by transforming into the Drill

This 10 Flower Coin can only be obtained by transforming into the Drill.

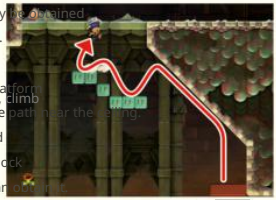
Follow the slanted ceiling and turn away toward the block platform, go along it and climb up to the path near the ceiling.

Then dive into the ground and

Look that way and push the block

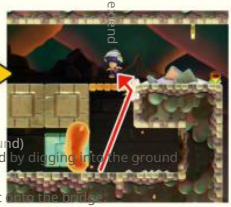
If you move through it, you can

After obtaining it, dodge the Wulong with a wall kick.



jimen (ground)

From the location of the long question-mark block, also then crawl up and climb to the path near the ceiling.



jimen (ground)

→ The 10 Flower Coins are obtained by digging into the ground

You can obtain it while still collecting. After obtaining it, use a wall kick to get out onto the bridge.

8 落岩 to make it fall ↓

Touching a Wonder Flower changes the view to an overhead perspective on the screen. Lava advances from the top of the screen, so you will be caught up. Aim for the Wonder Seed ahead. Look that way and block. It becomes a maze of blocks, so proceed using the map as a reference.

▲ In progress

▲ If you want to collect the small Flower Coins along the way, dash to pick them up so you won't be overtaken by the lava.

9 Shortcut with a Happy Flower

The path along the left wall looks like a dead end, but if you touch the Happy Flower the block will move and make it passable. It becomes a shortcut compared to going clockwise.

▲ It moves along the rail, so watch its motion and touch it.

▲ The block just below moves left, opening a passage.

10 Move along following the moving "Look Over There" blocks

On the rails ahead, at regular intervals, face that way Blocks are moving. On corridors the same width as the Atchimuite Block, you cannot overtake it on equally wide paths, so stay close behind as you advance. In areas where Wulon is present, either stop before reaching him or block his path with the Atchimuite Block to evade his charges.

▲ When you move directly in front of it, you can guard against the charge and block it.

"mawa

Spin it!

Flame dai sharin

Great Wheel of Flame

Friend Race

Hidden Goal —

In progress

Appear "Watch Your Back: Wulong Ruins"

Clear the conditions

Notable Mechanisms

Be cautious of

Mechanism operated by a pull switch

The wager becomes the key point. It turns into bubble transformation.

If you do so, it becomes easier to deal with enemies.

1. Move the Fire Wheel

When you pull the pull switch, the Fire Whe el lowers. Jump over it and proceed.

There are 12 coins in total. Fu

One Flower Coin appears

2. Use helmets and badges

10 Flower Coins for the Met that walks on lava

When it comes under (you), stomp on it to jump high

If you jump, you can collect it without falling into the lava. If that's difficult, try using the vine shot or recovery jump. If you have the "! Block Appearance" badge, a platform will appear under the 10 Flower Coin, making it the easiest option.

Jump and land on the platform.

Hop down ↙ to press, and high

Usefu

stepping on ふむ press the jum

3 Raise the Fire Wheel

Use the pull switch to raise the Fire Wheel

Go and get it. When you release the pull switch, the Fire Wheel slowly descends, so act quickly.

Raise it all the way to the top and then, in one go, climb up to its placement spot.

④ If transformed into Drill, head toward the coin path

You can reach the high platform by wall-kicking when the lift ris

If transformed into Drill, from there traverse along the ceiling to r

You can reach the coin location at the top right of the map.

★Gushing Lava

When you climb up to the very top, dash and then perform a wa

There are 6 coins, Flower Coins | One piece appear

| Flower Koi

One card appears

| Flower Coin | One card appear

12 coins, fra Two W coins appear

5 Lifts

Let's make it a shield

Pull the switch to raise the lift and you can block the Fire Piranha Plant's flames. While it's blocked, cross the platforms.

the three rails on the a lift rises to

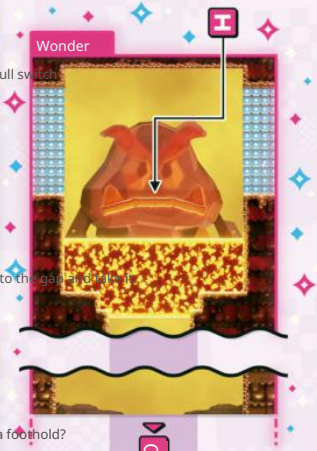
P.356

6. Obtain it before the fire wheel returns

After pulling the switch at two locations, move the fire wheel of the pull switch and immediately get 10 flowers

Do so. Work toward the end of the rail. Let's go collect the coins.

The fire wheel slowly returns to its original position along the rail. Before it fully returns, drop into the gap and jump.



1. Pop out using the pull switch

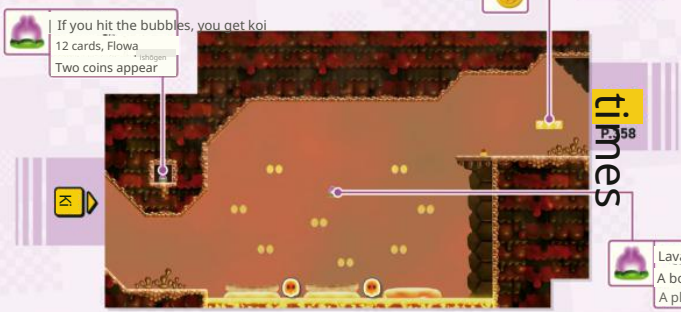
Pull the pull switch

If pulled, a Wonder Flower will appear. Attach the pull switch

Paper, jump in place

If you pull it back and repeat, is it a foothold?

Can be released safely without falling.



A Fire Wheel appears on the rail
8
Eight Tiny Flower Coins appear
Wonder Piece
Appears when you collect 5 pieces
Tiny Flower Co
Seven "In" cards appear

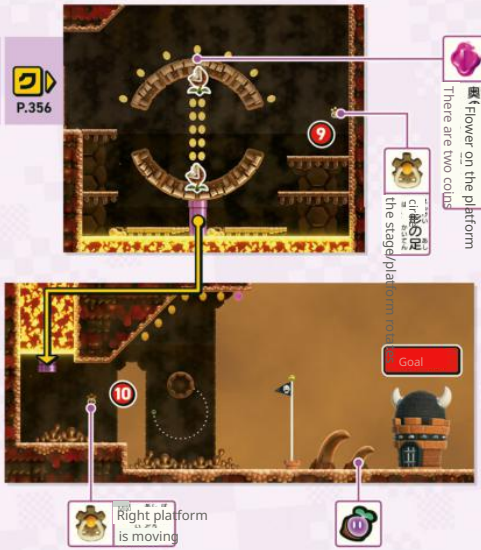
8 Gather Wonder Pieces by the Light!

There are five Wonder Bees (Wonderbee) in the Great Hall as Wonder Seeds. Appears when you take the course. You will proceed through the dark part but While in Wonder, you become invincible and are unaffected by lava or enemies, an It won't become (something). Relying on the map and the light from lava and flames Collect Wonder Pieces in (the)

The fire wheel that can be produced with the Happy Flower also serves as a ligh

Let's make it appear.

P.356



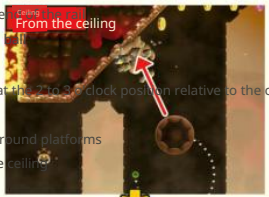
9 Circular platforms
Pass through the gaps

The pull switch makes the circular platforms rotate. When you release your hand, their will begin to return, so when a gap comes underneath, enter the pipe.
There is a Fire Pack inside the platform , so be careful. If transformed into Bubble form, it is safe to hit the bubble from the outside.

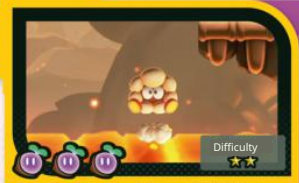
1 When the gap in the platform above the pipe quickly drop down without hesitation.

Aim for the top of the goal from 10 ceilings or round platforms

Use the pull switch to move the round platform to the e
Move it, then ride on top of it to reach the top of the goal
When you get close, perform a dash jump. Jan
The timing to jump is when the round platform is about at the 2 to 3 o' clock position relative to the center of the rail.
Start dashing a little before that.
Let's start the Shu. Also, for the Drill transformation, use round platforms
Ride it to the end of the rail, and from there (move) to the ceilin
If you climb down along it, you can grab hold of the top.



If transforming into Drill, hold down the pull dash
The venue for the su (sunō?) is
able to descend.
descend to the right edge of the
right



Scorching Heat

Scorching AchiAchi Street

Friend Race

Hidden Goal

Appear: In the "Flying Battleship of the Magma Arboreal Sea"
Condition: Real

Notable Mecha

AchiAchi

Be cautious of

Morokon

Small trickle

At certain times, AchiAchi rocks that heat up appear.

AchiAchi rocks appear. Make use of the ice-filled vessels placed here and there.

① Climb the vine to immediately get a 1-UP

When you water a wilted flower, a vine appears. If you climb the vine, you can reach a brick block above.
By climbing up, you can reach a brick block in the sky that contains a 1-UP mushroom.
Carry the nearby lid a short distance and water it.

If you climb the vine, you can reach the cloud block above. Hit the brick block to get the 1-UP mushroom.

② Obtainable when not "Acha Acha"

Try to obtain a 1-UP mushroom from a brick block above.
Either cool the hotstone by pouring water on it or quickly collect them when the stone is not hot.

When the hot stone is not hot, you can safely stand on it. While it is not hot, you can co
Obtain it in the meantime, and imm
to a safe foothold.

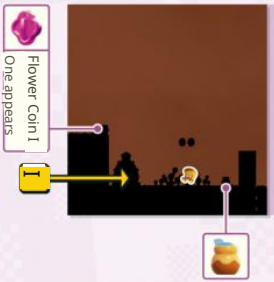
3 Proceed to the soil area by transforming into Sou

Before that
Enter the horizontal pipe. The brick block in front
except for transformation
If transformed into an elephant, destroy it by swinging the trunk. If not transformed into an elephant,
Bring the ChoroChu that is slightly to the right and hit the brick
transform attack climb
block with it. Past the pipe, use the Super Star
and collect 10 Flower Coins.

⬆ Obtain a Super Star from the withered flower. While invincible,
move to the upper level and collect 10 Flower Coins.

4 You can go to a hidden goal through the door

If you enter the door that appears starting from the Happy Flower
in the sky, you can reach the hidden goal. To get to the sky, use the
Use the transform feint attack to produce a vine and climb it.



Appear consecutively; the first one contains coins
3 coins, and a door appears at the second one

6 coins, Flower
One coin appears

P.362

A vine appears

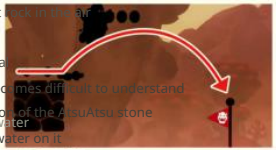
Flower Coin

5 If you enter the pipe on Saturday

Entering a horizontally oriented pipe allows you to walk
and exit from the pipe ahead, obtaining a flo
You can obtain one Flower Coin
. The area just before the pipe entrance is clearly
part of the same world,
as the other world, and is blocked by brick
blocks
so you need the Elephant transformation's trunk swing
Break it with a shot or a small zap.

Gain a running start from the AraAra stone and jump

From the right edge of the hot rock in the ar
perform a dash jump
and you'll grab the top of the goa
...are. In the Shadow World, it bec mes difficult to understand
The stake, however, is the positio of the AsuAtsu stone
part of the same world
Same as the bright world. Pour water on it
Cool it, or quickly climb
when it isn't hot.



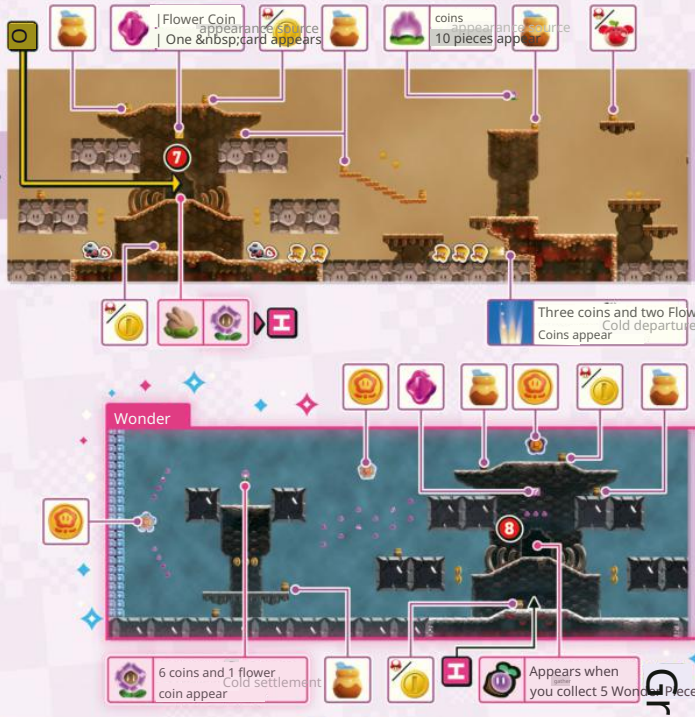
If you have enough speed, you can grab the top. If yo
speed feels uncertain, add a spin.

10 coins, fra
Three W coins appear

Break Brick Block
and spray water
And water spurts out

coins
5 pieces appear

Flower Coins
1 piece appears



1. Carry the ice over

When you water a wilted flower, a Wonder Flower will appear.
To water it, carry a nearby water-filled vessel,
and spray water
I can go fetch some water for you.

If it's an elephant transformation
You can go
drink water
somewhere
else, then blow your nose

8

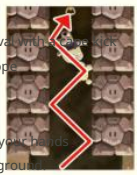
Collect the water spheres together.

When you touch the Wonder Flower, large and small water spher
Swim through the inside of the water spheres while moving to colle
fers—collect 5 of them. If you collect them all, a Wonder Seed will ap
A Wonder Seed will appear in the center of the map.

The inside of the water sphe
as being in
water. Swim
to approach
Wonder Pieces located at high

9 Use a wall kick to transition to the pulling-type mov

The hot stone has cooled
Quickly climb during the interva
and pull the overhead grab rop
Pull it. The ten flower coins
that appear will fall
so, after they appear, release yo
You just need to land on the grou



10 Quickly jump while the Ara-Ara is cooling!

Perform a dash jump from the rightmost hot stone in midair.
Do it. With Sō Transformation, you can dash along the path of hot stones
so you can run through quickly while it's cooled; (for) the roughly 2-block-wide
You should jump from the edge. When not in Elephant Transformation
it's better to wall-kick than to progress across the midair hot-stone platform
It is recommended to climb to the rightmost "AchiAchi" stone in the block.

Sō Transformation
You can dash.
You can dash without sliding into the gap
Then along the right edge

Transformation attribute
Except for Sō

→ While dashing
the second AchiAchi before
Kick the wall with t
Then, the rightmo
Stand on the hot r

★ While
continuing to
dash, jump at the right edge.
The Achie stone becomes hot
Jump forward.

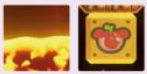
of the Lava Tunnel
Wave Lift

Friend Race

Hidden Goal

Appear To the "Flying Battleship of the Magma Archipelago"
Condition: Real

Notable Mechanisms



Lava*

Roulette Block

Fire Gabon

Goomba with Helmet (Spiny

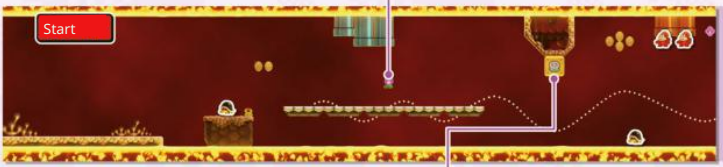
Keep riding the moving lift

Challenging course. Along the rails

Focus on the movement of the striking lift!

Coins are 7 pieces appear

Cold departure



1. To Domon's Fire Gaho

When you progress to around here, above your head

From the red pipe, a Fire Gabon falls and lands on the lift. Another Fire Gabon also boards the lift behind, so be careful not to get pincer-attacked from the front.

They fall straight down from the pipe. If you hit, defeat the front one first, then the one behind. To avoid being hit, stay slightly away from directly beneath.

Defeat them one by one, starting from the first one.

Defeat them right after evading the hand attack. Defea

*This is not the official name

2. Obtainable from Roulette Blocks

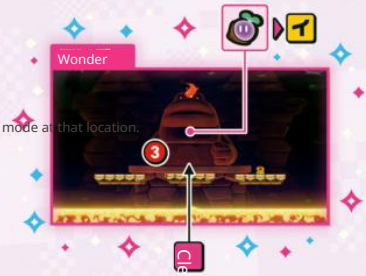
Acquisition

The Wonder Flower appears from Roulette Blocks. It appears in place of the Talking Flower. Time your strike to hit it when it appears.

Sudden attack

When you make it appear, you immediately enter Wonder mode at that location.

Jump and strike it. Judge the timing carefully while the Wonder Flower is appearing



3 Move to the three lifts while completely avoiding the statue's attacks

stone statue

If you dodge all the balls launched by the statue, a Wonder Seed will appear. The position where the balls come from is determined by the statue's face (center) If it faces forward, the center lift; if it faces left or right, the left or right lift.

A Wonder Seed will appear to a safe lift. When you collect the Wonder Seed, you will instantly return to the entrance, so be careful not to fall off the lift!

The direction the statue faces is indicated by the direction it faces. It is understandable when fired upward or straight. The projectile does not fly straight; it comes flying in a curve. Be careful because balls will fall down.

If it appears, obtain it within the time limit. Move to the lift first and then take it.

P.365

4 Except for elevated ground Be careful of the overhead unless in tiny state!

The player character transforms and grows taller ...and you will hit the ceiling lava. Except when in small form otherwise, crouch on the lift to avoid the lava.

5. Aiming with the Sow transformation is the easiest

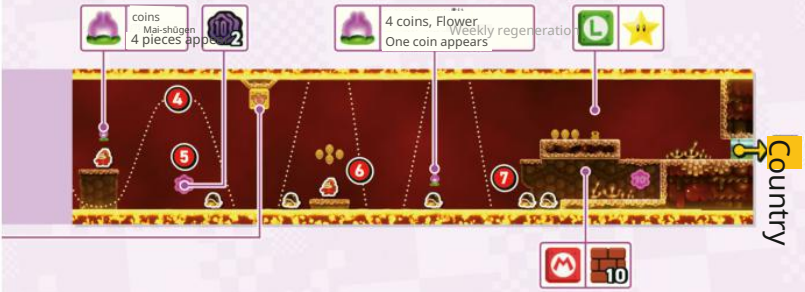
There is also a method of stomping the Met (helmeted enemy) that walks like the Lava to obtain it simply by shaking your no however, because you need to get on and off the moving lift and when aiming to obtain it, it is somewhat difficult. But with the Sow transformation you can ride the lift

Come next to the 100 Flower Co Just blow your nose then.

Stand at the left edge of the lift.

Step and land on the lift. At the timing when the helmet arrives, under the

I can't decide the I equip a recovery jump so you can cover mistakes.



6 Ride the rearmost lift

The lift plunges into the lava above the lift appears, jump onto it and bail out onto the leading lift as it descends, so timing when boarding is important. First, and use it to reach the ground on the right. For now, the Fire Gapon will be the third of the 10 coins. Land on the ground where it is present. Then, Afterward, from the lava below to the rearmost

If a lift that descended from the lava below and led the tail meets the leading lift appear, get on it immediately. Get off and jump to the ground on the right.

7 Small jump + midair spin

Enter the lower passage by going dow

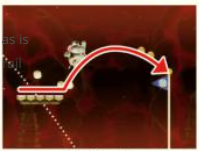
The lower platform that has 10 Flower Coins Because the ceiling is low, to enter properly you need to It is best to briefly press the jump button to perform a s point. Furthermore, add an aerial spin to extend the flig to increase the distance. If timed well, when a Lava Helmet walks over the lava, you can stomp on it to cross; however, if you want to cr Use the badge that spawns blocks.

Immediately before stopping

Just before the lift sinks into the lava, perform a low j and spin around that area.

8 Don't delay your jump!

When you exit the pipe, you will move along on the lift as is The last section along the tail Dash-jump around the area of the inn. If your jump is delayed you won't reach the top, so start jumping just a little before the edge. Begin dashing.



Jump where the lifts are lined up Start dashing so that you can.

! because blocks will appear; jump low to avoid hitting your head so you can cross without usin

Appearance of "Lava Tunnel Wave Lift"
Condition: Clear

The key point is how to use the rotating device. During Wonder, ride and master the giant dragon!

Ancient Memories]

Fossil Dragon

Friend Race

Hidden Goal —

Notable Mechanisms

Fossil

Enemies to watch out for

Box Condor | Kodeka Mokumokumo | Big Puff-Puff

1. Enter the gap in the device to obtain it

The fossil rotates, when the gap comes to the top, for the inner if you jump inside, 10 You can collect Flower Coins nyuushugo After obtaining it, from the seam, ... Move on to the neighboring fossil.

Jump in and land on the inner platform Obtain it. When the seam

When the seam comes to the right Using the branch as a stepping pl To the neighboring fossil.

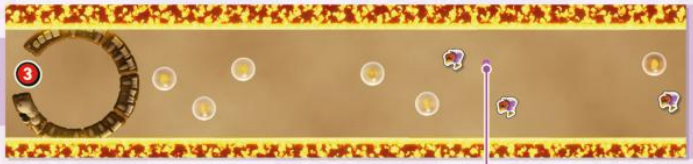
Official name
※This is not the official name.

2 Soil from the path atop the cliff

There is a hidden passage on top of the cliff; passing through and entering the pipe will take you to a location with 10 Flower Coins available. The cliff can be climbed by stepping on a Winged Block. By using a crouch super jump or a wall-climb jump you can climb without stepping on the Winged Block.

Enemy Dog
Coin
Dollar
Proceed to the next area. Although
to the right
There is a fossil seam beyond the soil
Drop down to the inside from there and obtain 10 Flower Coins.

P.369



3 Enter the petrified rock and roll over the lava!

From here, enter inside the fossil and roll down toward the young section. The rolling move lets you jump at the rock's edge while also defeating or avoiding Hakondoru and Mogutan Tokumo as you go. If transformed into a bubble, you can handle enemies easily. By targeting the bubbles, handling becomes easier and you can also earn coins. When you reach a downhill slope, your rolling speed increases, so make sure your timing for decisive jumps doesn't lag.

Disguise
That will rotate clockwise. A
Each time a notch appears, be sure to
Make solid jumps.

When transforming with bubbles, fire the bubbles at the enemy's front. When you reach a downhill slope, focus on the notch jump. If it's not a bubble transformation, stomp low-lying enemies. If you dash a little while jumping, you are

Group

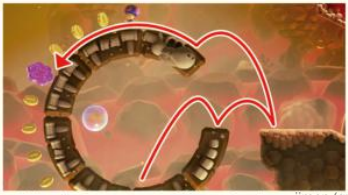
4 Obtain the 10 Flower Coins that appear on the perimeter of the fossil

When you touch the airborne Happy Flower, it rolls
coins and 10 Flower Coins appear on the fossil's perimeter.
They appear. The fossil's rolling stops just before the midway point
so it comes to rest, after which you can safely go out to the outer edge
and collect them safely. Also, if it reaches the perimeter while rolling,
There is also a method to obtain the coin together with 10 Flower Coins.
Try collecting it using whichever method you prefer.

Obtain by rolling out to the outside while

The first one located after the dow
Jump onto the platform,
get onto the edge at
the gap and turn the corner to reach t

Roll until you reach



When the fossil stops, it will be in a C-like shape.
Cross the gap onto the ground to climb to the outer perimeter, and you can obtain it if you reach the left edge.

If you fall, you will start from the last location.

Power 371

Appears a certain time after a Wonder is generated.
Touching it causes a lift to appear on the lava.

2 Coins, Flower
One coin appears

Weekly regeneration

Wonder

⑤ Keep riding the Fossil Dragon toward the cliff where a Wonder Seed will appear

Keep riding the Fossil Dragon to the cliff at the upper right of the map and a Wonder Seed will appear. The Fossil Dragon twists and curls its body while flying, so move carefully to avoid falling. When plunging into a lava waterfall, run toward its head and jump onto the head that emerges from the lava.
After obtaining the Wonder Seed, go to the pipe that appears at the upper right of the map.

When you get close to the lava waterfall, it rushes in. Dash toward the tip of the tail

If it curls inward for the inner and you get caught, just like when rolling fossils, jump over the slit.

- Lava approaches to the tip of the tail, and the fossil dragon's head comes out, so act quickly. Let's jump across.

6 Dash jump without losing to the rotation

The fossil rotates to the left.
Therefore, acceleration is important.
Once you pass the gap in the fossil, dash forward all at once and jump.

Jump during the time limi

Arrow
about
the amount of

7 Wind breath

Chair

During a Wonder, you can also aim for the top of the goal. You won't be able to obtain the Wonder Seed, but it's simple because you only need to get from the Petrified Dragon to the goal ball.

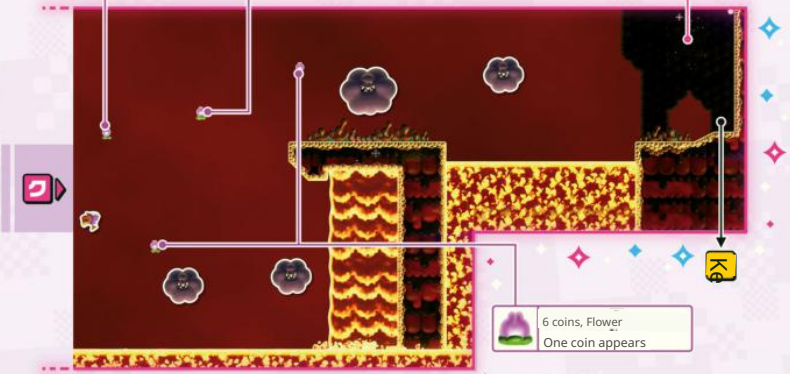
Above the goal ball, left
From the head of the tail
Descend to the top.

Two coins, flower
One coin appears

Skewer collection

Small Flower Coins
10 appear

Jet Ticket



6 coins, Flower
One coin appears

Appear: Visit the "Magma Sea Tree: First Observation Post"
Case Ancient

Badge Challenge

Floaty Jump Lv.2

Friend Race

Hidden Goal

Notable Mechanisms

Chikuwa Block

Enemies to Watch Out For

Pakkun Dekabakkun Flower Flower

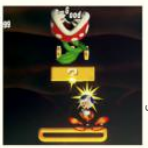
Chikuwa blocks and moving reefs
Ride on them and perform a soft jump
Use this to progress.

Three coins appear
10 flower coins to the right.

1 Don't land on the chikuwa block too much!

Chikuwa blocks will fall if you keep riding them. Itt

If you can't move forward, land and then repeatedly jump in place to buy time until it falls. When you advance under the giant Piranha Plant, strike upward from below to defeat it. That way you can safely collect the 2nd 10 Flower Coin.



It's recommended to proceed forward. After defeating the Flower, here, th

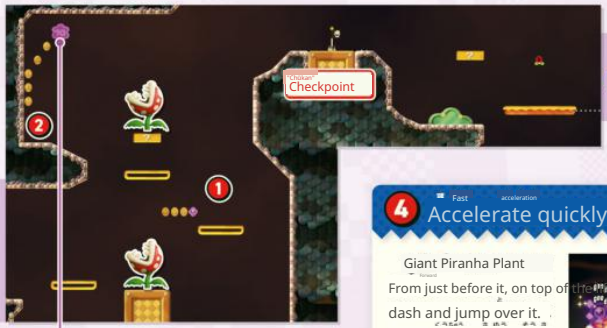
2 Of the gentle float jump Wall kick at the apex!

Jump toward the left wall,
and at the apex perform a wall kick to the right to get the 10 Flo
wer Coin.

3 Q Touch the Happy Flower to appear

Pass by a Piranha Plant
while jumping over it, touch the Happy
Flower.
Ten Flowers that appear
Collect the coins.

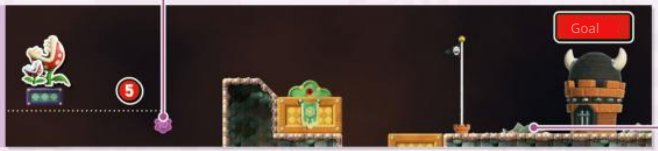
Jump over and
move past jump two at once
Land on the lift.
the jump



4 Fast acceleration Accelerate quickly!

Giant Piranha Plant
From just before it, on top of the
dash and jump over it.
While in the air, control left and right
While doing so, adjust your speed
and land on the lift.

speed and adjustment
Around the flower coins
Accelerate so you can fully spring off.



5 Obtain it at the moment the lift drops!

Ride the lift at the end of the ra
Fall while still on it, and 10 flower
—The ground at the exact moment a coin is collect
Move to it. When jumping, build u
and hold down the jump button.
Keep holding it.

and 10 Flower Coins
overlap The ground
is not reached. The lift Jump is de
Take off around there.

Badge Challenge

Level

Float Spin Lv.2

Friend Race

Hidden Goal

Appearance: Hidden course "Gorobo's Underground Empire"

Condition: Clear with a ?-level

Notable Mechanisms

Lanliang
Trampoline

In addition to the Float Spin, the triangular tra
mpoline requires technique to master
is required. The landing spot is the key point.

1. Let's bounce

If you bounce on the triangular trampoline, you can get 10
flower coins. When riding the triangular tram
poline, use the Float Spin
Time your landing so you can touch down when the platform becomes level.
Time your approach accordingly.

When it's about this
much, the jump The direction of the triangular trampoline
Ride using a Float Spin.

② Obtain 202 and perform a Float Spin!

Run up and from the edge of the platform collect the 10 Flower Coin. Jump toward it, and the moment you grab it, perform a Float Spin to cross to the opposite bank.

⬆ Dash-jump intending to land on the 10 Flower Coin. Make sure the Float Spin does not lag behind.

3 Stay focused on landing even after the ca

When the triangular rail trampoline comes up above Jump high to grab it. Then continue to the upper-left triangular trampoline and use it to climb the cliff. Use the Float Spin to adjust your landing timing while staying on the triangular trampoline.

It is ideal to return to Rin. Perform a Lotus Spin into a triangular trampoline, bou places, climb

Bofu

4 Use the float spin as a guide with the coins

From a slightly higher platform, perform a dash jump. Around the point where you get the midair coin, unleash a float spin, and grab the top of the goal.

Appears: "Watch Your Back! Wulong Ruins"
Clear the conditions

Badge Challenge

Level

Vine Shot Lv.2

Friend Race

Hidden Goal

Notable Mechanisms

Dash Rail

Be cautious of

Dash Rail + Vine Shot

Proceed using them. This course tests the seikaku (correct/accurate) precision of your Vine Shot.

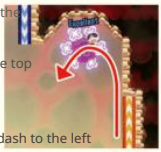
1. Let the upward momentum carry you

Use a Vine Shot to grab the Dash Rail, then ascend with its momentum and rise; jump out from the top and collect 10 Flower Coins.

After obtaining it, a short dash to the left

Shureru ni tsuru Sho

Hit the [dot/mark] and climb up.

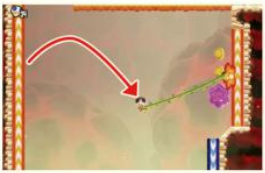


⬆ Push the L stick to the left and jump out while holding it.

② Jump from left to right

Grab the left dash rail with the Vine Shot

Ascend, jump onto the stone dash rail for the 10 Flower Coins and grab them using a Vine Shot. If you miss them, try approaching and placing them from below.



10 Flower Coins

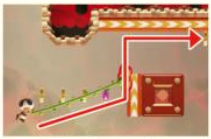
Jump to it. Tsuru-shi

Aim for the yacht.

3 Aim carefully and grab on!

Use a vine shot to climb by aiming at the short dash rails attached beside the platforms.

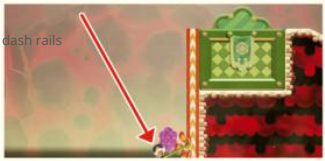
The vine shot should be aligned with the dash rails horizontally. The trick is to fire it from a position where they line up horizontally.



When you jump up from the final platform, grab the Dash Rail above.

4 Vine shot just before falling into the hole!

If you catch the dash rail with a vine shot you can reach it, but the 10 flower coins are placed just before the hole, so the timing of the vine shot is critical. If you fall into the hole just before it hits.



If you can land a Vine Shot on the Dash Rail —even if your body becomes partly invisible—don't worry. Aim for th

5 Release a Vine Shot toward the top

While jumping from the right edge of the platform, if you hit the top of the goal ball with a Vine Shot, you can grab the top of the goal. Release the Vine Shot when you are aligned horizontally with the midair coins.

Onjin Badge Challenge

Jet Run Lv.2

Friend Race

Hidden Goal —

Notable Mechanisms

Be cautious of

Appearance: "Ancient Memory: Fossil Dragon"

Condition / Possess 25 or more Wonder Seeds (W6)

Use a jet run across the scarce footholds

A course that stands up. The timing of jumping in mid-air is the key!\

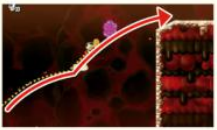
1 Use the dotted line as a guide to jump in midair

Jump out from a slanted platform and jump again in midair

Collect 10 Flower Coins. Jump timing

The timing is guided by the dotted lines in the background. Follow the dotted lines

Jump by rolling.

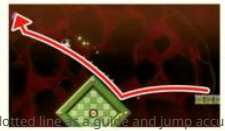


● While catching, ride the cliff. The height is just barely safe, so use the dotted line as a guide and jump accurately!

2. Use the tilted block as a foothold!

Touch the Happy Flower at the wall edge to tilt the green platform and use it as a foothold to proceed in a zigzag pattern.

Like the Midori-ashiba, jump out from the green platform, move through the air, then jump while moving through the air.



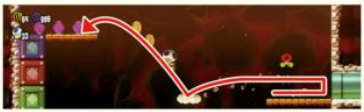
● Jump around where you touch the coin and try to jump. If your jump and landing footing are too quick,

Four coins appear, and the right platform tilts diagonally
coins
4 pieces appear
The platform tilts diagonally. Two coins appear, and the left platform
Clear

Aim for the soil at point ③

To reach the location of the third 10 flower coin, you need to enter the pipe and climb up the platforms.

There is a pipe in front of the kingdom's pipe. turn left here and then Climb up the platforms.



So you don't crash into the kingdom's pipe, as soon as you land on the platform turn left immediately, then jump in midair and climb up.

Jump near the coins!

Leap off the slanted platform, then jump in midair and aim for the top of the goal ball.

Here too, the timing of the jump is based on the coin's positi

Use it as a guide. Jump around when you touch the left coi area.

Appear "Expert Badge Challenge: Jet
Requirement: Clear Run Lv.2"

Master Badge Challenge

"Tourmel Level"

Invisible Lv.2

Friend Race

Hidden Goal —

Notable Mechanisms

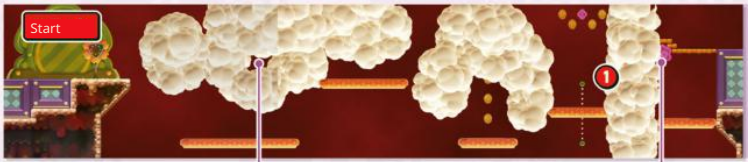
Trampoline Lift

Enemies to Watch O

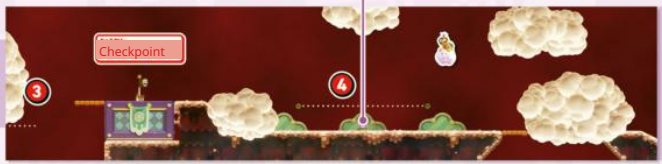
Jugemu

Dash and jump

Use the occasional dust plumes to
determine positions and proceed.

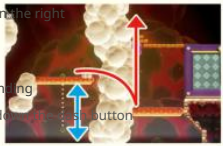


11 coins, 1 flower coin,
A trampoline lift appears on the rail



1 A trampoline lift located directly beneath the 10 Flower Coin

From the rail trampoline lift, move to the trampoline on the right
lift and bounce straight up to catch the 10 Flower
Coin. After obtaining it, appear on the bridge. Rai
On the rail trampoline lift, the dust cloud produced on landing
small step
Stand near the young bridge, and while ascending hold d button
and descend to the right.



When
ascending, drop
to the right then
bounce straight up high. While col

*This is not the official name

When the ② appears

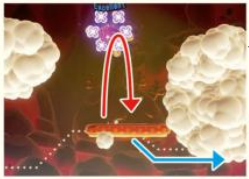
Acquisition

and you approach it, collect it

The trampoline lift that moves along rails

Grab it when it comes beneath the 10 Flower Coins.

Using the smoke and sound as cues, hold down the jump button at landing to bounce high.



To the left on the la

or to the to

Jump slightly (off) part of the trampoline lift.

Land on the

only approach from the left

trampoline lift. Bounce and catch it then

3. Jump onto the ground before you fall

Goal point

The trampoline lift falls into a hole at the end of the rail.

It will do so. Land on the ground before that.

When jumping across, hold down the dash button and the jump b

without hesitation to increase height and jump distance.

Bounce across.

While gauging yo

rhythm, jump high the

right and when you come down, time the landing as the midpoint ground approaches.

To the ground

ball evening

4. Grab Juggem and fly off all at once!

jimen (ground)

When you touch the Happy Flower on the ground, coins and Flower Coins appear along with a trampoline lift on the rail. will appear. Use this to jump high and knock down the Juggem in the sky. Ride Juggem's cloud and fly quickly to the right to collect 10 Flower Coins while to grab the top of the goal.

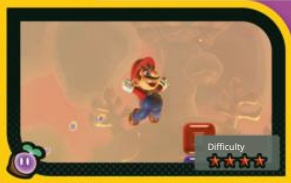
Player position

Dust cloud that appears upon la

Jumps higher than usual

Bounce and try to

land on top of the Lakitu.



Master Badge Challenge

"Level

Spring Lv.2

Friend Race

Hidden Goal

Transparency Level

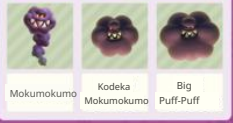
Appearance

Badge Challenge Invisible Lv

Clear condition 2"

Noteworthy mechanism

Enemies to Watch Out For



Proceed through panels that are difficult to control

Challenging course. The dash button is basic

Hold this down and keep bouncing.

1 If you jump from the best position

Can be obtained while crossing all at once

If you try to cross the platforms one by one, you'll lose speed and won't make it across. Hold down the dash button from the starting point and cross in one go without stopping until the midpoint.

The ten Flower Coins can be collected naturally as you flow across the platforms. Step on the cliff

The initial standing position is important to be able to do it.

1 From the boundary of the ground pattern, hold down the dash button and move to the right. From the cliff edge, release the right, and jump the cliff edge hold down the jump bu

2 In the same way as 1

Cross the platforms, ride the current, and grab it

Second time

The second 10 Flower Coin also crosses the platform

If you go along it, you can get it. To cross successfully, (the same)

Shaft; the initial standing position is important.

Start moving from the midway checkpoint flag position.

1 From the flag, hold down the dash button to

3 Even if you miss a step, try to hang on.

Even if you miss a step, you can stomp an enemy and bounce up, or use a platform to return home. However, to cross the footholds completely, spee

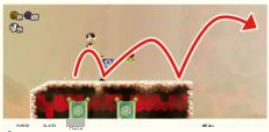
Kick against the sides and walls
+Repeated aerial spins
If (you) do so, return to the platform

You can aim to return
Since a "do" is required, upon returning...
Let's go back to the checkpoint first
and then try again from there.

Hirotsu ikaushi mo ba o ba sho ku no hari ma ikae Zhongshise
ければカベキて登れる。間がイベンもプラス。

4 To a somewhat wider platform
Let's go down all at once

As with the Yoshi, do not stop—
quickly cross the platforms. The target is the block
up to a platform two spaces wide. Ground
From the position of the green flag on the left, hold dov
button and hop.



Dash from the left green flag. At the cliff edge, begin
and keep holding the jump poir

Move in the direction indicated by the background arrows
The arrangement of coins serves as a guideline. If so, in
If you can collect the coins, rake them and then
The best trajectory.
Stay in place.

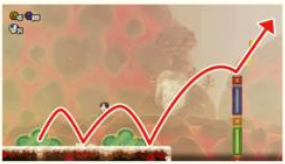
5 Stay on the platform to collect it!

The 10 Flower Coin sways left and right. Directly below jump to the platform below, then repeatedly jump straight up and catch it. After obtaining it, hold down the dash button + jump button to cross to the right platform. Hold them to cross the platform and jump straight up.

⬆ When progressing after pressing the dash button + jump button, also hold down the dash button to cross while holding them.

6. Once you commit, don't be afraid—cross at once!

If you stop midway, you'll lose speed and won't be able to cross. Rolling keeps them to cross all at once and grab the The area is quite narrow, but if you don't start moving from the edge of the platform. Once you begin crossing, do not hold down the dash button and the jump button input the opposite direction toward the goal ball!



of the Magma Forest

Airship Battleship

Friend Race Hidden Goal —

Appearance: Clear "Gorobo's Underground Empire"

Condition: Repair it and move to the spawn location

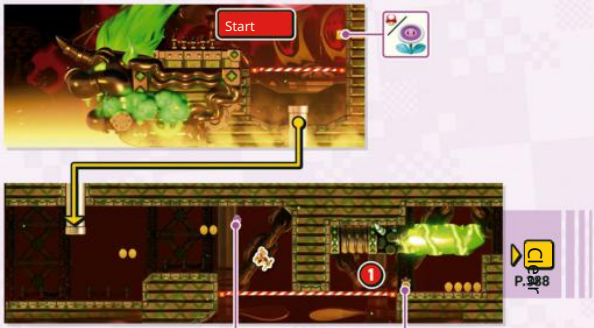
Use the pull switch

There are many scenes like this. Approach by flying

Watch out for Hover Mech-Koopa.

Notable Mechanisms

Enemies to Watch Out for

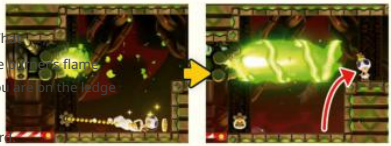


Coins are 6 pieces appear

If you pull it, for a while the burner's flame weakens

1. Weaken the burner's flame and climb the ledge

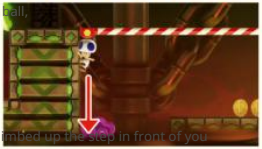
When you pull the pull-switch you can weaken the burner's flame. Th is your chance to climb the ledge. The will revive after a short time, but if you you won't be hit. So When the crawl restarts, move forwar



Stay still in the area. Climb that difference until the crawl starts. Then crawl aga

② Obtain it by wall sliding

From the left edge of the ball, wall slide to get 10 flower coins, then use the capkick to cross to the platform.



Release the ball, perform a wall slide to obtain 10, then immediately execute a wall kick and jump onto the platform with the coins.

The scrolling begins from the point where you climbed up the wall in front of you. Act quickly with the ball to perform a wall kick up to that point.

Let's go down to the Flower Coin.

③ Hit the Hover Mech Koopa and hurry to the ? Switch

By shaking off the Hover Mecha Bowser that appears to the left and right of the block and riding along the ball, you get 10 Flowers

Step on this carefully, and kick it to earn 10 Flower Coins

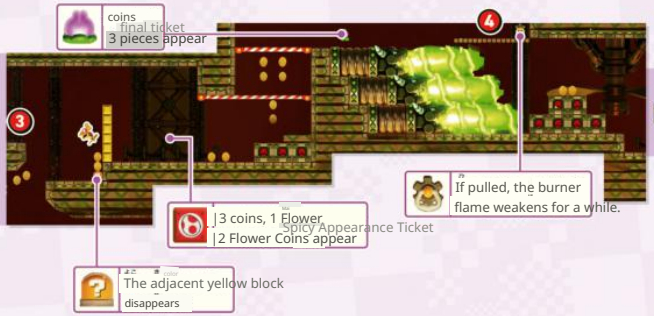
Be careful. After obtaining it, avoid being caught by One Hover Mech-Koop appearing in the sky above the right side of the coin.

Immediately press the Question Switch to remove the y

Appears above and to the right of the Flower Coin. Subdue the hovering Mecha-Koopah the upper right.

Go down and, from the left edge of the platform, aim for the 10 Flower Coins.

Quickly press the Question Switch to remove the yellow block and open the pa



4 Activate the wall pull switch

Pull the pull switch located on the upper platform ...and advance while the burner's flame is weakened. When you release the pull switch, the scrolling will resume so it will advance all at once.

⬆If you pull the pull switch to the left, you can immediately drop down from the platform.

5 Quickly to the question-mark switch!

When you press the question-mark switch on the ceiling, the yellow block in front will disappear, allowing you to reach the Wonder Flower. When riding along the ball, dash so you don't fall behind the screen scr

⬆Move while keeping to the right side of the screen, and when you see the question-mark switch on the ceiling

2 Coins, Flower
One coin appears
P.389
The side yellow block disappears
If pulled, the burner flame weakens for a while
The right yellow block disappears and the rail connects

⑥ Wall-kick without removing the yellow block!

Without pressing the ? Switch, perform a wall kick on the yellow block to get 10 Flower Coins. After collecting them, continue the wall kick and use that momentum to clear the yellow block. Note that during Wonder, Bowser's cannon fire can hit the ? Switch and press it, so while luring the cannon fire to a position where it won't hit it, quickly go into the wall kick.

Use your hand to touch the yellow and then move to the right platform

7. Shake off the Rumble coming along the rails

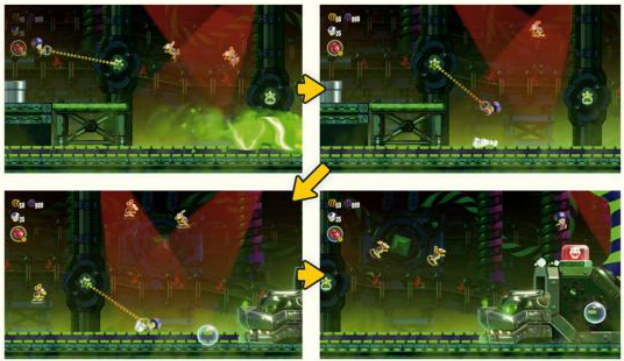
When you press the question-mark switch on the platform, a small light-yellow block disappears and the rails connect. You can move quickly so it will advance to that side—dash forward so you won't be caught. The ball also moves fast when dashing

Change the lock-on toward the world's destination. If you're in Wonder mode, you can defeat

If you avoid being caught by the rumble and stay ahead using a Wonder You can reach the seed.

8 Weaken the burner flames with two pull switches

Use the two pull switches located in two places to weaken the flames of the giant burner while heading for the red switch at the right edge of the map. Aim for the switch. Head toward the second pull switch. At that time, make sure to fully pull and hold the first pull switch. When the Hover Mech-Koopa approaches, briefly release the pull switch and deal with it.



➡ First: Once grabbed, look to the left. Second: the ↓ Pull many times switch Dash and pull it.

↓ Keep pulling further to the right. When the force weakens, climb up and press ↑.

Once the flames have fully s

Palace of the Magman Sea of Trees

Friend Race

Hidden Goal —

Appearance: Magma Sea of Trees First Observation Post 7

Condition: Possess 15 or more Wonder Seeds of W6

Make good use of a jar filled with ice and spray water

The key point is. At the very back, Fight against Bowser Jr.!

Notable Mechanisms

Enemies to Watch Out For

1 Ride the fossil and dive under the floor

Ride the rolling device coming from the right. It will move to the left.

If you proceed leftward, you can reach the lower and dive beneath the starting point to collect flower coins. At the gap in the fossil when you pass through it, try to get onto the fossil.

Jump onto a platform that won't Continue. Once you get it, immediately walk to the right to boa

※This is not the official name.

In progress

2. Pay attention to appearance signs as you proceed!

Proceed ahead with caution for the black smoke rising from the lava.

Warning: Flames and enemies are emitted from the black smoke in five directions.

Here, alongside the flames, Bo-Boa will appear on the ceiling.

...so defeat it by, for example, hitting it with a water-filled pot.

⬆If black smoke rises, pay attention to your destination and proceed accordingly. If there is a place where you can't see, watch the situation before moving on.

◆ Bōbō is water-filled

Hit the jar once and it will be a one-shot

Can be defeated with 〒. Bubble transformation

The hour of ～ is also effective.

③ Le[illegible]it

If you advance this far, at the ceiling

there will be 10 Flower Coi[illegible]

A ng appears. Karon

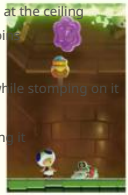
You can also jump high while stomping on it

and grab it,

Because it is rotating, bring it

closer to you

since that is easier.



When you see 10 Flower Coins, ki[illegible] add Fu[illegible] Fu[illegible] ick straight upward to hit it.

④ Carry the lid filled with ice

A Wonder Flower appears when you water a

Water-filled jar, carry the water-filled jar, and spray water

distance ahead and pour the water. When you cause the Wonder

then charge into the Wonder in that state.

⑤ Traverse along the ceiling

During Wonder, you transform into Purupuru, and the beco-
Allow attaching to wells and caps to move
It becomes so. Right after Wonder begins, the surface of the fossil
Move along to the outside. From there, move to the right and go
Let's follow along the back side of the platform. The end goal
When you ride on it, it starts rolling, so
let's keep riding until the next platform.

Appear
Move to the right—step onto the stone surface and continue along

While the fossil is rolling you can stay on the outside, but if you step on the gap you can enter through the slit to collect coins.

Into the fossil's interior with 6 Wonder

Second time
The second 10 Flowe-
-r Coin is, Wonder
replaced on the right
and go to the end point, st-
Enter fully into the inside of the fossil
If so, it can be
obtained easily.

When the fossil stops rolling, go along the surfac
and enter inside through the crack.

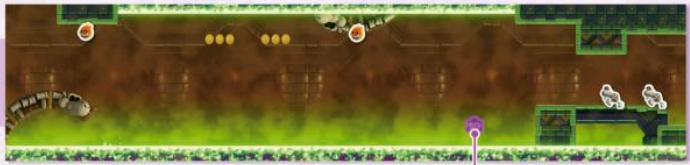
⑦ Climb the fossil path up from the ceiling

Because Karon and
Bobo are on the ground,
stick to the ceiling and move to the right.
From the right edge of the ceiling, a coin is obtained.

Attach yourself to the moving fossil and go
Climb upward.
If you climb to the very top, it's a Wonder
places, climb
seed can be obtained.

Move across the surface of the fos
and, where the gaps between fossils
narrow, jump
to latch onto the
upper fossil.

I P.393



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8 Items Obtainable When Falling

After obtaining the Wonder Seed, fall to the ground
this will suffice; however, if you have the Hat Parachute
you can obtain the items located along the left and righ
You can collect those items. While taking the Wonder Se
slowly descend.

★You can barely ride on the right-hand protrusion —it feels very tight.

9 VS Respond to Wonder Bowser Jr.'s silhouette and clones!

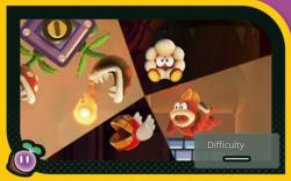
As in previous fights, attack Wonder Bowser Jr. by stomping when he peeks out of his shell, hitting him with fireballs, etc. In this battle, each time you knock him down a change occurs in three stages. First

Shadow Change

In one stage, the map turns into shadows. In the second stage, two c appear. In the third stage, two clones appear and the map becomes It becomes harder to tell when this happens, but the clones are a dif so look closely and aim for the real one.

The real one leaves a shell, while the clones don't. Attack it so one of them protect

by doing so colors what rotation color shift The pers is moving level while obs things only then the light



Defeat and advance!

Magmano Colosseum

Friend Race | 10 Flower Coins | 200秒/150秒/100秒

Take on the "Magmano Arboreal Sea Warship"

Condition: Real

Four types of enemies appear. Morocon and

Search Gashigashi are easy to defeat with the

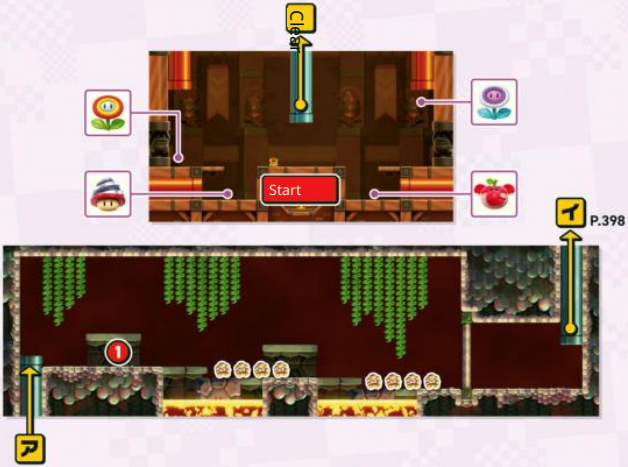
Transformation is recommended.

Notable Mecha

ON/OFF Switch

Enemies to Watch Out For

Morokon | Search Gashigashi



1. Aim for the landing spot of your jump

With the Hot-Hot Stones, the Morocons quickly start jumping and bouncing, so aim for their landing spots when attacking. Do this. When stomping, anticipate the opponent's jump and jump to the upper landing and land on their head. If transformed, they rapidly. The Morocons will rush into the bubbles and fall over, so it's easy to reduce their numbers.

*This is not the official name

② It's a chance when they approach the 2-coin

The Search Gashigashi goes to eat nearby coins, and when there are no coins it heads toward the player. Coins appear when touching a Happy Flower. In addition, coins from pipes will reappear from the pipe when they disappear. Use these as bait without collecting them, and when Gashigashi has gathered, target them to defeat them quickly.

Move away promptly when it starts heading toward the player.

Pushing it in is also an option.

Get close but if you transform into Bubble form, stepping on the coi

Scatter bubbles nearby.

③ Attack by carrying the Hanabi Soldier!

Stomp the Hanabi Soldiers that come out of the pipe, and use fireworks to defeat all the enemies at the well edge. The fireworks are fired straight upward, so

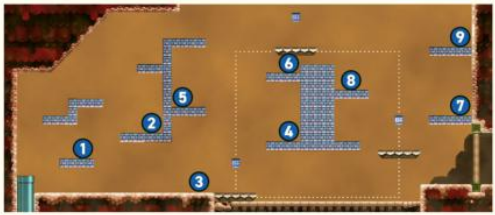
For Piranha Plants and Fire Piranha Plants that come in and out of the pipe, hit the fireworks when they poke their

Sometimes jump to gain height. The fireworks fly somewhat low, so wh

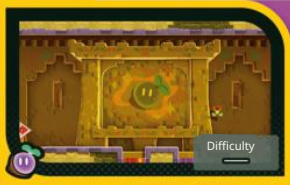
4 Quickly break them apart with an upward thrust from below.

Fire Gapon is dangerous to attack from the front or when attempting to walk it.
Therefore, refer to the diagram below 0~0
In this order, shove upwards from below to defeat them. O
They must be defeated by Fumuka's transformation attack, but all others can be defeated by shoving upwards.
From 0~, use the Kape Kick

Although it may not be the absolute fastest, if you defeat them qui
You can advance in about 26 seconds, so if you reach this map with
You can also obtain that many pieces.



The lift is controlled by an ON/OFF switch
Raise the lift slightly, and from the lift, da
Use a dash jump to shove upwards.



Appear: Visit the "Magma Sea Tree: First Observation Post"
Case: Inquiry

Everyone's Plaza

Secrets of the Item Plaza

Friend Race

Hidden Goal

Notable Mechanisms

Rolling Boulder

Enemies to Watch Out For

Pukupuku

Solve puzzles to collect Wonder Pieces
Collect them. Transformation abilities and hidden blocks are the key to clearing the stage.

1. Break walls with the Rolling Rock

If you break the wall with the Rolling Rock, you can obtain a buried Wonder Piece. Roll the Rolling Rock on the right and push the rock by swinging the elephant transformation's trunk back.

Grab the Derby. Dodge the incoming attack, then once it goes away roll The rolling rock turns to the right.

② Extend the vine to reach the hidden ceiling room

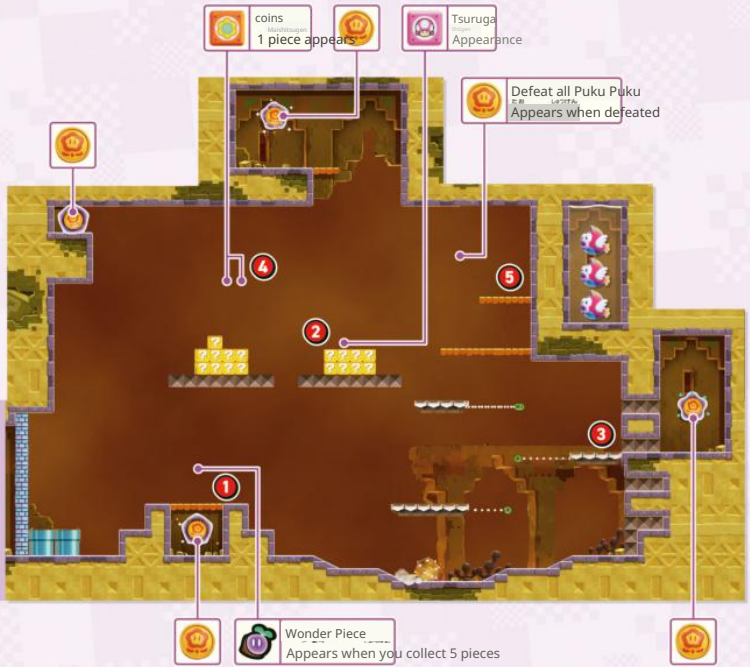
With Elephant transformation, use the trunk-swing attack to create a character-specific invisible block. From the cluck, extend a vine. If you climb up, the hidden ceiling's You can obtain the Wonder Piece located in the room.

The vine is the Ki of Kinopico. Yarn-only transparent block or It appears from 5. The only one that

3 Slip through the wall from the lift!

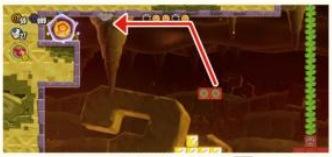
Use Drill transformation to reach the second lift coming up from the ground. Dive into the lift; when you crash the wall on the right side, you can enter the hidden

The lift moves along the rail. While submerged, you can slip through to the right when contacting a wall.



4 Climb along the ceiling to get it

Produce Daisy's character-specific transparent block, and then Transform into Drill Ceiling. Use them as footholds and transform into the drill to dig into the ceiling. Then, If you continue left from there, you will approach a Wonder Piece.



↑ The transparent block exclusive to Daisy's character appears when pushed from below and then appears. After that, you just travel along the ceiling.

⑤ Defeat three Bubblies using bubbles

If you defeat all three Puku Puku inside the wall, Wonder Pieces will appear very close by. Hit the Puku Puku with t from the bubble.

↑ When pushed from below Bubble, you can pass through wal Transform at the Bubble Flower at the starting point.

Take a breather

A Short Break

The worn-out gear scattered here and there

Friend Race

Hidden Goal

Notable Mechanisms

Hot Stone

Be cautious of

Appears in "Scorching Hot Street"
Condition: Clear via the hidden goal

an easy course to obtain a Wonder Seed

Course. Cool down the hot rocks by transforming into an Elephant

and continue cooling the rocks.

6 Hot Hot Stones
Appears when cooled

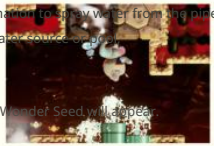
Coins are
Eight coins appear

coins
12 pieces appear

Seizure/Extraction Certificate

1. Use the Elephant Transformation to Cool the "Achi Achi"

Use the Elephant Transformation to suck water from the pipe. While sucking up water at a water source, you can pour it onto the Achi Achi stones to cool them. If you cool all six Achi Achi stones, a Wonder Seed will appear.



They can still be splashed with water. While jumping, blow upward. The

2. Beyond the Cliff

Flower Coins

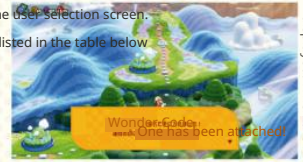
Climb the cliff and go left to collect a Flower Coin. Reach the cliff by using a Question Block as a springboard to perform a dash jump, or climb it with a Vine Shot or simi

Column

Post-Game Bonus Features

Fulfill the conditions and collect six medals!

After viewing the ending, one medal will appear on the user selection screen. A message is displayed. When the medal conditions are met, see it to help earn screen. A medal will be displayed there. The medals are listed in the table below.



Exists from 1 to 6, and watch the ending

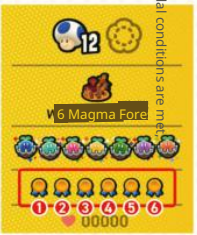
The one you can obtain corresponds to 1. Game clear

Obtain 2–6 medals regardless of before or after the "A"

Try challenging ... too!

Medal acquisition conditions

Passionate Medal	Acquisition conditions
1. Watch the ending	
2	Obtain all Wonder Seeds, excluding "Ultra Championship Badge: On Parade"
3	Obtain all ten Flower Coins, excluding "Ultra Championship Badge: On Parade"
4	Grab the top of every Goal Ball and reach the goal, excluding "Ultra Championship Badge: On Parade"
5	Obtain every type of badge
6	Obtain every type of panel



↑ User selection screen. Get
Displays the medal corresponding to that po

The secret of the "Coin-Rich Golden Bonus"

"Coin-Rich Golden Bonus" sta
ges are available except for the first three courses of W1, and
when you get a game over in W2–W6 and the Flower Isles
, a specific location in that world

appears at that location. However, after clearing the game, it may
will appear in the state it did when it appeared, so earn coins
Chance. It disappears after one attempt, but
afterwards it will reappear upon another game over.

By touring Lud. It
appears in the same
location. In each world when you get a

See it to help earn
large numbers. It
also releases Flower Coins. Mixed in w

Sho To(u)

Flower Islands

登場

Bowser Castle

Oukoku (Kingdom)

The kingdom center that allows travel back and forth to other worlds

After clearing W1, you will be able to come here Flower Islands. The entrances to W2–W6 are on the Flower Islands; by unlocking each gate are located there;

You will be able to proceed. Also, in the center is Bowser Castle are inhabited, and the Grand Seeds for W1–W6 and collecting them all, the entrance will open.

1. The territory of Hyden that bursts out with a "D... P.407
2. Yokodori Coastal Cave P.411
3 Climb with Blow Darts: Fukiyan's Nest P.418
4 Ominous Storm! Torrent Cave Climbing P.422
5 Cave Full of Jewel Blocks P.428
6 Voracious Appetite — The Gnawing Cave P.432
1. Angri's Seedling That Eats Anything P.436
8 Yutakana Daichi Bucken Garden P.440
9 Badge Challenge: Dolphin Kick Lv.1 P.446
1 Badge Challenge: Dolphin Kick Lv.2 P.449
① Badge Challenge: Float Spin Lv.1 P.452
1 Run, Swim, and Hana-chan Race P.454
13 Cave Dash Hana-chan Race P.458
14 Flying Battleship of the Flower Isles P.464
① Defeat and Advance! Flower Colosseum P.468
⑩ Popplin the Angler's House P.406
1. Handyman ① P.405
10. Handyman ② P.405
1. Long Killer Scramble P.470
2 Electrified Loop Barricade P.476
2 Go Through Twice! Pursuing Chase Killer P.480
2 Knuckle Festival ~King Beats You Up!~ P.486
② The Final Battle! Wagahai On Stage P.494

World Unlock Information

The gates that serve as the entrances to W2~6 are Flower Unlocked when a certain number of Wonder Seeds from the islands present. At the It is possible. The required number of Wonder Seeds is as follows. As stated. If you have enough in your possession, the gate will By doing so, the spiraling coils will disappear, allowing you to proceed to that world.

Number of Wonder Seeds Required to Unlock Entrances for World W2–W6

General Store Information

There are two general stores, and the items they sell differ. In addition, at the handyman shop ①, there are helper items avail Blocks appear! Selling a badge that causes blocks to appear. It's good to buy it in case of emergency. Wonder Seeds can be purchased one at a time.

Items for Sale

Anything ①		Anything ②	
! Block Appearance	10	Wonder Seed	100
Wonder Seed	100	1UP Mushroom	5
1UP Mushroom	5	1UP Mushroom Set	20
1UP Mushroom Set	20	Panel Lottery	10
Panel Lottery	10		

House Information

Fishing-Loving Popplin's House Information

If you visit the fishing-loving Popplin's house, you will receive one Wonder Seed. After that, when you clear certain worlds, the fishing-loving Popplin will appear near the entrance of that world. If you talk to them, they will tell you the contents of the message bottle they fished up.

They will tell you. After clearing W4–W6, their location

The conversation content changes each time their location changes. Ultimately,

will tell you the number of Goombas you have defeated so far.

⬆When you enter the Flower Isles from W1, you will first visit Pom, the fishing-obsessed, and visit N's house. Receive a Wonder Seed.

Location of the fishing-loving Popplin

(This appears to be a fragment: "おとる" — interpreted as part of "釣りおる" and already incorpo

After clearing W2

●To the right of the entrance to W2 He/She is there. He/She conveys a message about th

After clearing W3

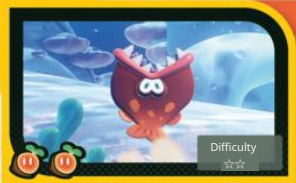
⬅After clearing W3, you will be standing to the left of the You can hear a message about Lyl's transformation

After clearing W4–W6

⬆Near the entrance of the most recently cleared world, their loca

The first time, they give you a Flower Coin.

Hidden Coin Information



Bang! Pops Out Haiden's Territory

Challenge: Visit the Fishing-Loving Popplin's House
Case: Old

In progress

Haiden That Bites Up from Underground

are dangerous. Equipping the Dolphin Kick badge makes swimming easier.

Friend Race

Hidden Goal —

Notable Mechanisms

Water Current

Enemies to Watch Out For

Hyden

See You Mew

P.408

1. Make the Haiden break the hard blocks

Hidden beneath a hard block

Approach Haiden and try to entice it to b

Let (them) break the hard block. There is a

If it gets damaged to that extent, Hyden wi bit again

Entices the wind; 10 during the ascent

Collect Flower Coins.

As you approach the location the p

After landing, jump

upward and move to directly beneath

come (toward the speaker) / will co

*This is not the official name

2-2 To the soil that avoids acid

If you enter the group pipe, you can go to the location of the 10 Flower Coins. There are Hyden and Shiumilee here.
Use the Super Star in front of you.

Ceiling pipe
Well to mouth
Enter the ceiling pipe.

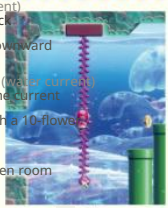
Super Star
Use the Super Star in front of you.

Nothing of
Enemy

Thirty vines fall to the bottom of the water

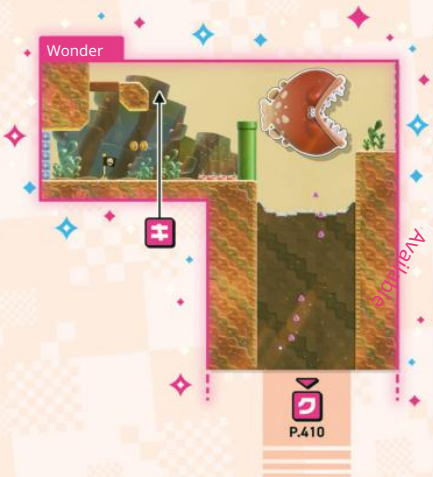
tōmei (transparent)
Transparent ceiling block
Let's climb a vine grow downward and grab onto the vine.
If you go down, against the current there is a hidden area with a 10 flower coin.
You can go. In the hidden room there are 10 Flower Coins and a P Switch that generates blue coins.

Suiryū (water current)



The vine extends down into the hole.
Grab it and climb down.

Transparent areas are exclusive to beach c



4 Follow Wonder Hyden

Suiryū (water current)

Wonder Flower can sometimes be swept away by currents so touch it quickly. Once you become Wonder, proceed by pursuing Wonder Hyden.

Take the Flower Coin
Let's continue descending.

5. While dodging five Wonder Heidens, collect Wonder Pieces!

Once you descend to the corner of the map, start collecting Wonder Pieces. The first one is obtained when a Wonder Heiden turns to the right and the wall collapses. For the 2nd–5th pieces, entice the Wonder Heiden to latch on so that the wall will collapse. Pick them up while doing so. The way to lure them is the same as Ha iden. Position them where you want them to bite. Stop at that point, and when they come toward you, move immediately to the left or right.

はいyasu kokoro, padding complete upper na phase-breaking the wall from the inside
in hand
maba left large ob body direction
Nak
ッキに泳ぐこと。

6 Jump before the platform is destroyed!

If you dash-jump from the airborne platform, you can grab the top of the goal. However, there is Hyden in the water below the platform, so don't let the platform be destroyed. Once you dash onto the platform, don't stop—push off platform's right edge and jump.

Coastal Cave

Yokodory Beach Cave

Friend Race

Hidden Goal —

Notable Mechanisms

Water Flow*

Be cautious of

Yokodori Unira Suppoko

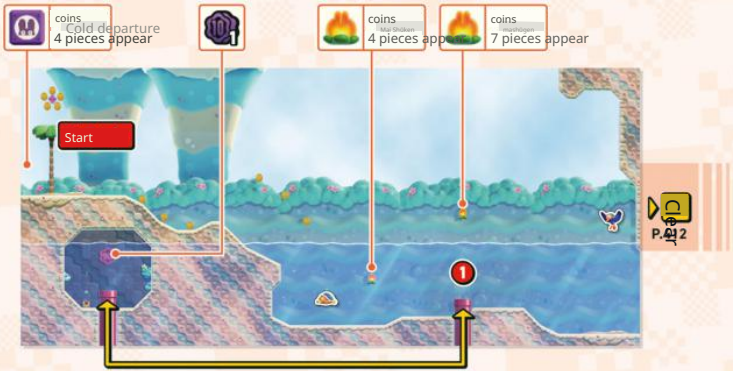
Appears: "Fishing-Loving Bobl Visit / Fla

Possess two or more Wonder Seeds from the Wasteland

Dive down rapidly to snatch coins

<Yokodori appears. The Wonder is,

Surface and underwater are reversed!



Clear P.412

Suiryū (water current)

Enter the pipe against the current

Suiryū (water current)

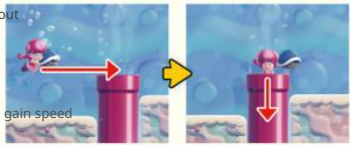
Underwater pipe with water gushing out

If you enter, a place for 10 Flower Coins

You can go. To enter the pipe, (Dorf)

Either dash into the entrance with an ink kick, or swim with Suppoko's shell to gain speed

You should level up the card.



ki soil and mouth to Do lower horizontal cut turn on/off place po go of the reason is of the shoulder entrance of

*This is not the official name

Appearance timing
② If 2 blocks appear, go to the high ground

! If block appearance is enabled, they line up vertically

A block appears, and you can reach the high platform with a c
places, climb
to climb up. On the high platform you can get a 1-Up Mushroo

ppy Flowers let you earn coins.

You can climb to the high
platform with cap kick. It
appears. Jump from the water surface, and cap parallel to the wall! A block appears

coins
10 pieces appear

P.411

2

6 coins, a Flower
One coin appears

coins
6 pieces appear

Red Appears

Chukan (Midpoint)
Checkpoint

3

Coins
regularly appear
4 of them appear

P.414

3. Break the brick block to proceed

Ten Flower Coins are located beyond the pipe ahead. The brick block can be easily broken with a Dolphin Kick which is simple, but if you don't have it equipped, break it with the shell of the Ssuboko locate

Use the shell
When using it, carry the shell and cross the water-current pipe, then kick it in front of t

Happy Flowers appear consecutively
appear. If you touch the third one
10 Flower Coins appear

Ten Flower Coins appear from Happy Flowers. Avoid the Unira while it repeatedly spawns, and
touch the consecutively appearing Happy Flowers.

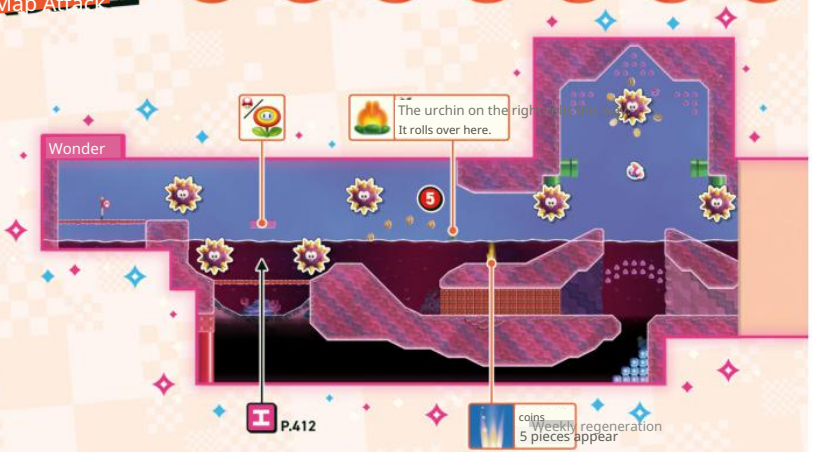
4 Follow the glow of the Happy Flo

Touch the Happy Flower in the air, drop the chikuwa block, and the next Happy will appear
Touch the flower. Then a light will fly toward the left and a Wonder Flower will appear. Swim following the ligh and touch it.

touch the next Happy Flower
and Wonder Flower appear

P.415

Swim left through the narrow underwater passage. Ah
a Wonder Flower will appear.



5 Use the urchin to reach the small Flower Coin locations

Touch the Happy Flower to...
When you roll the urchin, it moves to the lower level to the right and breaks the brick blocks.
If you proceed through that passage, you can collect a large number of small Flower Coins.

6. Proceed along the passage created by Unira

If you advance to the chikuwa block during a Wonder section, an Unira will roll in from the right on the lower layer. Unira can break the Flower blocks, so when the Unira rolls in and you follow the passage, you can reach the location where the 10 Flower Coins. If you want to obtain them via the normal route instead of a Wonder, refer to

P.416

Talent

Touch the next Happy Flower and 10 coins will appear

After the Unira on both sides roll toward you, 12 regular coins and 1 Flower Coin will appear

3

Flower Coin
One card appears

Encounter Ticket

P.417

P.417

Contains Wonder Seed
A passage opens after passing

P.413

3

They appear in succession; at the first one, 11 coins appear. At the second one, a downward pipe generates a Wonder Seed. 13 pieces appear in

P.417

7 3 Have Yokodori carry it

You can also break the lower-row brick block with a dolphin kick to get it. Alternatively, you can have Yokodori carry it to the upper row. However, if you fail to knock it down, 10 flower coins will be taken away, so be careful!

Hold 10 flower coins. When it arrives, stomp it. It rises all the way to the up

8 Yokodori

Defeat them all at once!

When the Yokodori all dive down at once, use the red POW block to take them out together. If you defeat them all, 13 coins will appear.

9 Proceed along the water-current passage

Ride the pipe's water current while aiming for the Wonder Seed.

At locations where Tiny Flower Coins are arranged in a circle, use the Uni

Pass between the La creatures. The first large pipe nearby is Wanda

A water current is generated by the Pee Flower, so ride it

upper right

Quickly go to the upper right. When you approach the

Wonder Seed, take it quickly before the Sukku/Boko enemies gather!

● Tiny Flower Coin

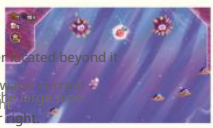
Touch the Happy Flower located beyond it.

Touch the flower to ride the large pipe's water current.

Ride the water flow of the large pipe.

Turn to the right.

Quickly go to the upper right.



● Around the Wonder Seed

...on which a stream carries the su

The Yippoko gather.

Wanda must act before their numbe

Let's collect the seed.

10 After obtaining the Wonder Seed, fall all the way down

jimen (ground)

After obtaining the Wonder Seed, it falls to the ground and the kingdom's

Proceed beyond the wall pipe. Inside, coins are hanging.

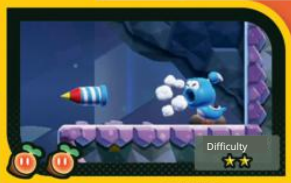
Yokodori will appear, so if you defeat it, after landing

You can pick up coins. Also, put on the hat parachute

If present, you can also proceed from the Wonder Seed acquisition point to the lower-left passage.

You can go there, but there are no particularly new items.

If you defeat Yoko Dori and others while falling, the coins they are carrying will a



Appears: "Yokodori's Coastal Cave" Cle
Condition A

Climb using blow darts

Fukiyan's nest

Friend Race

Hidden Goal

Notable Mechanisms

Trampoline
Lift

Enemies to Watch Out For

Fukiyan

Wonder
Fukan

Maimai

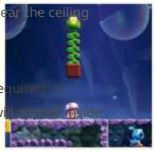
Fukiyan's blowgun darts act as substitutes for platforms. Kick the shell of the Maimai to strike the question-mark blocks on the wall.

Appearance timing

1. When the ! block appears, the ceiling vine

Near the ceiling
Located on a high ledge near the ceiling

Coins and Flower Coins
To collect them, hit the block
A badge for appearance is required.
If you keep doing it, a vine will appear inside
a block will be placed
. Hit it to make it appear,
places, climb
and climb up.

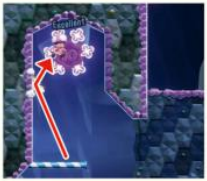


⬆ A block appears at this position
and can produce a vine.

※This is not the official name.

Let's ch

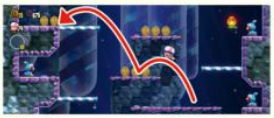
The blowgun dart fired from the Fukiyan standing by t
lands directly beneath the 10 Flower Coin position.
Use the stuck blowgun dart as a foothold
and perform a Cape Kick to get the 10 Flower
Coins.



⬅ The blowgun dart will disappear
It will end up falling from
Obtain it by wall-kicking!

3 Climb straight up to a safe spot

The blowdarts fired by Fukiyan in this area
fly straight across to the wall on the opposite side.
If you climb along the left wall up to the spot with two co
you'll be safe for the time being, so climb
the platforms briskly up to there.



⬆ Until a blowdart passes through, the next one
won't come. When they all stick at once, the coins
will be reachable—climb straight up to the upper-left sp

4 From the transparent block, extend a vine toward the re soil

Extend a vine from the transparent block at the edge and climb up.
If you go there, you can get 10 flowers from the red pi
You can go to the place where the coins are. Hit the tra
When jumping, use the blowgun darts as footholds. Tr
You need to shoot a blowgun dart at the position below so fuki
Stand to Yan's right and have them fire.

⬆ Stand to the right of Fukiyan and a blowgun dart sticks, immediately
Dodge the blowgun darts at the ready and extend the vine.

エ
カ
Flower coin(s) are 1 piece appears
Hitting the bubble releases a total of 6 coins, 10 coins appear
Hitting the bubble releases 3 Flower Coins appear
Hitting the bubble makes 10 appear, 2 coins, 1 Flower Coin appears
A Flower Coin appears
Hitting the bubble releases
ワンダー
エ
キ
"Checkpoint"
coins 3 pieces appear
coins 6 pieces appear
Flower Coins 1 piece appears
Iro
P.419 P.419

5. Time your jumps and bounce

The Fukiyan on the trampoline lift bounces up and down
Be careful. Blowgun darts stuck in walls and the like may come
Pass in front of Fukiyan. If (it's) an Awa transformation
places, climb
It is safe to climb while defeating the Awafukyan.

6 Get it by transforming with Awa

10 Flower Coins: Happy is inside the wall
Appear
Directly
Appears in Flower. Directly touch the Happy Flower
Because it cannot be done, apply the "Awa" of the Awa transfo
Obtain it by picking it up, or have Yoshi extend his tongue to ge
There is no other way.

Use the blowdart stuck in the wall as a foothold, jump while releasing a bubble, and you can more easily hit the Happy Flower.

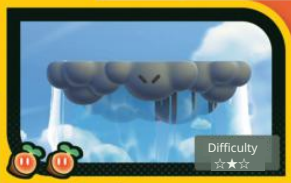
7 Rise using Wonder Can's bubbles!

Rise
Bubbles that rise from below, and the bubbles fired by the Wonder Can —jump on them to ascend. If you climb to the top, you can collect the Wonder Seed. Be careful: hitting the Wonder Can from the side or below will cause a miss.

Ascended all the way to Underseed!
No jump is necessary. Left
Move to the first step of the bubble, wa
to the right
always required

8. Blow Dash!

Forward
Located just before the goal ball
In midair
If Fuki-yan's blowdart sticks into an aerial platform, then use that
Use the runway and perform a dash jump from the right edge. Jump before the blowdart



Appearance: "Run, Swim, and Hana-chan Race"
Clear the conditions

Sense of a storm!

Climb the rain in a downpour

Swim up through the waterfall-like rain poured down by the downpour clouds. Be careful of Suppoko swimming in the rain!

Friend Race

Hidden Goal

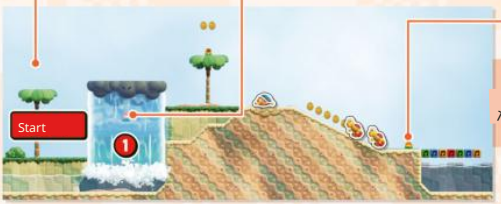
Notable Mechanisms

Enemies to Watch Out For

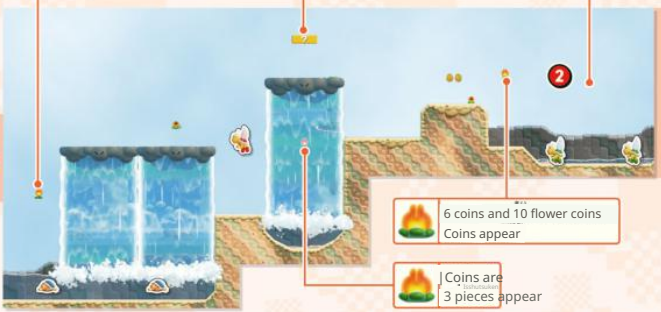
Flower Coins
1 piece appears

Power-up items appear
Question blocks appear

coins
3 pieces appear



4 coins, Flower
One coin appears



6 coins and 10 flower coins
Coins appear

Coins are
3 pieces appear

1 雨降りの間に / Let's finish it

At certain timings, the torrential rain alternates between falling and stopping.

Just as it begins to fall, a downpour GUWA (sound effect/exclamation)

Swim up and climb to above the clouds.

2 Step on the Paragoomba (Parapara) to jump from the block (Gaku)

Touching a Happy Flower spawns 10 Flower Coins. Either stomp the green Patapata to jump high or perform a dash jump from a cliff to get them.

If aiming from a cliff, build up enough speed. Adding a midair spin makes it easier to reach.

3 Swim against the current to reach the 10 flower coins

If you swim left in the lower section, you'll reach the Dolphin Kick

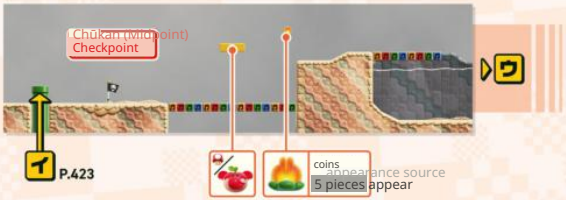
Go to the location of the Flower Coin badge or swim while carrying Suiryū (water current)

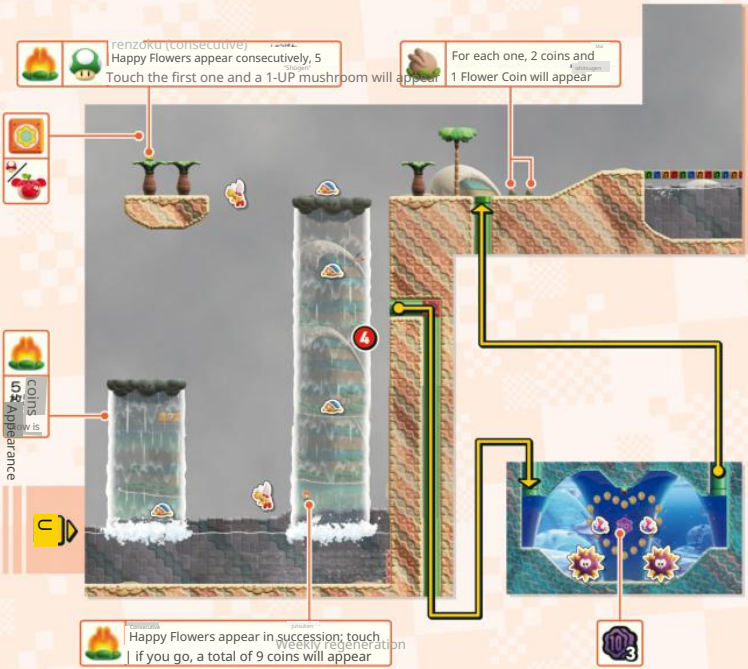
However, the water current is obstructing you, so you'll need to proceed.

Stomp a nearby Red Koopa to take its red shell, then swim toward the 10 Flower Coins carrying the she before it does.

• 10 Flower Coins obtained — immediately kick the red shell you were holding to the right. Be careful not to kick it to the left, a

P.424
Coins are 3 pieces appear
coins 1 piece appears
Appara coins appear
When Happy Flowers appear consecutively and you touch them a total of 7 coins and 1 Flower Coin will appear
When Happy Flowers appear consecutively and you touch th some places 12 coins and 1 Flower Coin will appear


Chūkan (midpoint)
Checkpoint
P.423
coins
5 pieces appear


renzoku (consecutive)
Happy Flowers appear consecutively, 5
Touch the first one and a 1-UP mushroom will appear
For each one, 2 coins and
1 Flower Coin will appear
coins
Appearance
Happy Flowers appear in succession; touch
if you go, a total of 9 coins will appear
Weekly regeneration

From the pouring rain to the wall pipe

Swim through the pouring rain and enter the wall pipe. Approach the pipe entrance when the wall contacts the rain.

Let's go. The rain keeps pouring, but heavy snow is blurring everything on the other side.

Guwa(sound) exclamation

Move to the <original> and approach the pipe entrance when the wall is contacting the rain.

Buzzy Beetles beyond the pipe and collect 10 Flower Coins. After collecting them, you can emer

the better option

Touch the Happy Flower located below to collect coins, stay in the rain without getting hit by Sukkopoko, and as the rain rises, swim upward toward the wall's pipe. When the rain touches you, immediately approach and enter the pipe. When the rain touches you, immediately approach and enter the pipe.

Avoid the snow while performing aerial maneuvers

During Wonder, after ascending for a short time, there is a Zapper cloud

Swim through the thunder zone in midair. The positions of the lightning will appear as they are about to occur visible shortly before they strike, so move to avoid those spots

renzoku (consecutive)

Do this. If you collect Super Stars consecutively, you can more safely reach the Wonder Seed.

Lightning strikes at regular intervals. If its position can be faintly seen before it occurs, move away from there.

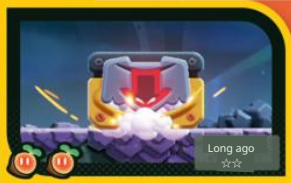
Ranch!
Place (so)
Jumping flight (chi)
New!
Desu
Continuous
Of

Even so

6. Climb through the torrential snow and jump

Swim in the rain and splash
If you climb above the cloud of buri (rain clouds),
Grab the top of the goal
you can be born. Since the rain starts and stops,
It starts and stops, so once it begins to fall
places, climb
climb up quickly.

Even without dashing, jump from the edge reach the top.



Appearance Conditions: Obtain the World 3 Grand Seed

Jewel Block

Cave

Cave full of blocks

Friend Race

Hidden Goal —

Notable Mechanisms

Jewel Block

Enemies to Watch Out For

Gotsun | Big-Headed Woman Gottsun | Spiky Saw

Many jewel blocks are

A course with many jewel blocks. Proceed using the newly introduced Drill Transformation.

Flower Coin
One appears

Appearance Timing

Flower Coins
One appears

coins
5 pieces appear

Flower Coins
One appears

Weekly regeneration

Flower Coins
One appears

5 pieces

Appearance

1 Break the Jewel Block

10 Flower Coins are inside the Jewel Block Inside. Use a hip drop, drill attack, lure Gottsun into a charge, or similar actions to break the Jewel Block and obtain it.

*This is not the official name

Do not stand on ②

When you approach the ceiling Spike Saw, it did
Then slide along the ground to break the Jewel Block
as you go. The Jewel Block is located above a hole
so do not stop standing on it
Proceed as if following the ground.

A Spiny falls into the hole.
Stay to the left to avoid it.

③ If you get through the gap, you can reach the room.

With the Drill transformation, break the jewel block that releases five coins, and dig into the ground to pass through the gap, and enter the pipe.

The pipe leads to a small chamber, where you can obtain a 1-UP mushroom, a Medium and Flower Coins. You can collect them.

The 1UP mushroom comes from above. Use a wall kick to reach the ceiling. If you break the ? block, you can collect it easily.

coins
6 pieces appear

coins
5 pieces appear

Flower Coin
One piece appears

P.430

Flower Coin
Early testimony
One appears

④ Vine Person

Pull out a vine from the brick block
and climb up to reach the 10
flower coin location.
When extending the vine, the ground
Charge the Tsu-n forward.
The 10 Flower Coins can be
safely collected by riding on the Go-ttun.

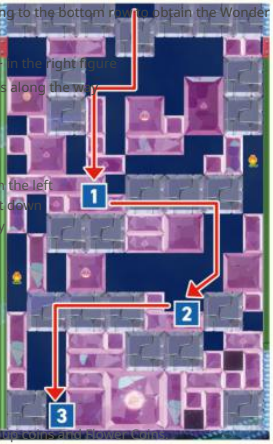
Move left and right on top

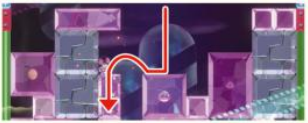
P.430

⑤ Dodge the five giant Go-ttuns and aim for the bottom row!

With a huge Gotsun charge, jewel blocks and hard blocks are as weak blocks are broken. The charge is stopped by blocks, so next Move to the safe zone before the charge arrives.

rushing toward them while heading to the bottom row to obtain the Wonder Seed. Stay within the safe ge is stopped by ; following it lets you pick up items along the way. In progress its easiest that way.





← At first, jump to the jewel block on the left. Shift and go straight down. Break it immediately and go all the way.

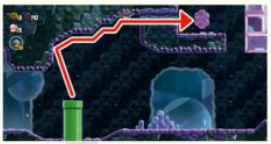
← 2 When heading ← there if you touch a Happy Flower you can pick up coins and Flower Coins.

*For the single coin case only, jewel blocks that release tiny Flower Coins are omitted fr

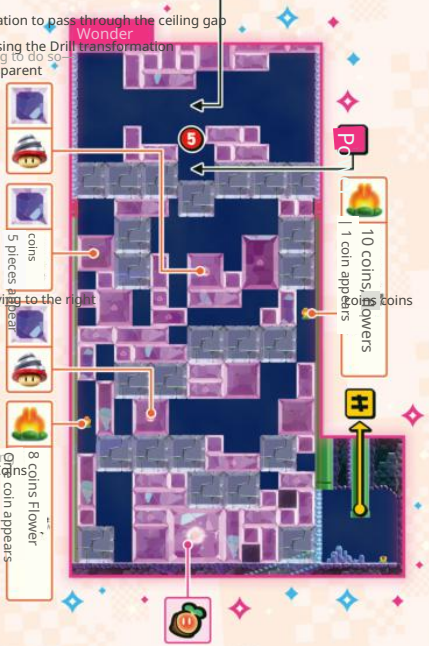
6 Drill transformation

It's easy if you pass through the gap

The easiest method is to use the Drill transformation to pass through the ceiling gap
This is the simplest way to obtain it. If you're not using the Drill transformation
—when attempting to do so—
you can use the Red Yoshi character's special transparent
block as a foothold and break
all the jewel blocks in the ceiling to obtain it.



⬆Enter the ceiling from the pipe and continue moving to the right
and if you pass through the gap, you can catch it.



Behind the ceiling

To the attic passage on the 7th
places, climb
Admired from either left or right

The ceiling area that contains coins and Flower Coins.
If you want to proceed along the passage,
summon the block exclusive to the Red
Yoshi character, then break the Jewel
Block directly above it and climb up using
a wall kick. Alternatively, you can pass
through the bumping zone toward the
pipe, then climb the ceiling gap using a cap kick.

shoku yoku sei

Voracious Appetite

Gashigashi no Ho

Hole 5穴

Friend Race

Hidden Goal

Appearance: "Flower Isles' Flying Battleship" appears

Condition

Blocks are eaten by the Gashigashi

A thrilling course full of excitement. Obtain important items before they disappear.

Notable Mechanisms

Vine

Red POW Block

Enemies to Watch Out For

Gashigashi

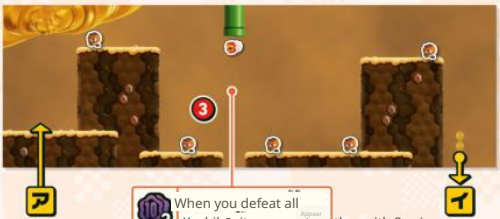
Search Gashigashi

Goomba

Flower Coins
One appears

Three coins, Flower Coin
Fast Collection appears: 1

The first four from the left each yield one coin, the fifth yields one Flower Coin, and the sixth yields ten Flower Coins



When you defeat all Kachibō, it appears together with 8 coins

① Beware of edible blocks!

In progress

Gashigashi moves straight ahead while eating the block

. When it eats an item block, it consumes the contents

Obtain it before then, as it will no longer be obtainable afterward. Note that

The deployed power-up items cannot be eaten.

Strike the tree immediately. Can be eaten. If you want to take it, the Warp Coin block right after the start is, Fl

2 Through the Happy Flower passage

Run through and catch!

Direct Advance

Topmost branch

Among the six lined-up Happy Flowers, on the far right

Touching it will produce 10 Flower Coins. Before the block

is chomped away, quickly move from the slightly nearer Hap

py Flower and swiftly trace the platforms forward.

A Goomba is located where the 10 Flower Coins appear,

so be careful not to hit it with too much momentum.

Just kidding

⬆ Quickly cross the platforms following the arrow

route. From the upper level, dash down into the Happy Flower pa

Extend the platform

⬆ When you reach the platform where 10 Flower

Coins appear, stop briefly and either jump on or avoid the Goomb

3 Feed it to the Search Gashgash

If you defeat all 5 Kakibos, 10 Flower Coins

will appear. The Kakibo on the high ledge can be fed to the Search Gashgash.

Lead the Shi to make it eat. If 10 Flower Coins

appear, collect them before they are eaten!

◆ Lure out the Search Gas

and Kaki

Jump so as to

approach Bo—

make it eat.

4 Use vines to proceed safely

Many Gashgash will come from the right.

You can use the lift as a platform to advance, but grab the vine

It's easier to dodge by waiting and then moving

forward. Avoid appearing directly in front of the GashiGashi—clim

◆ Move up

and down to

evade the

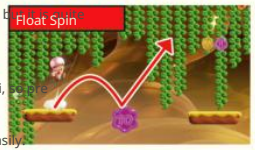
GashiGashi. Press the dash

to move faster.

coins
7 pieces appear
Flower Coins
One piece appears
Cold Settlement
Wonder
P.433
Chukan (Midpoint) Checkpoint
Flower Coins
One appears
Early gathering
Each time you hit it, two lifts, One coin, one flower coi
Appears in the order of one flower coin
Each time you hit it, one coin, then one flower coin (during Wonder
One small flower coin
10 appear) appear in that order
Each time you hit it, vines, four coins and one flower coin (during Wonder twenty small flower coins)
appear in that order

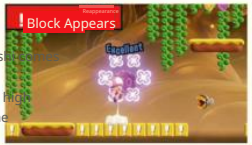
5. Choose the acquisition method to match the action

You can obtain it by stomping vigorously from the lift, b
difficult. If you want to get it more easily, use Float Spin
or the Badge that spawns blocks. Use the Float
If it's a spin, you don't have to stomp hard on Gashigashi,
You can aim to obtain it at the timing of the
If it appears! A block will appear, so it can be collected easily.

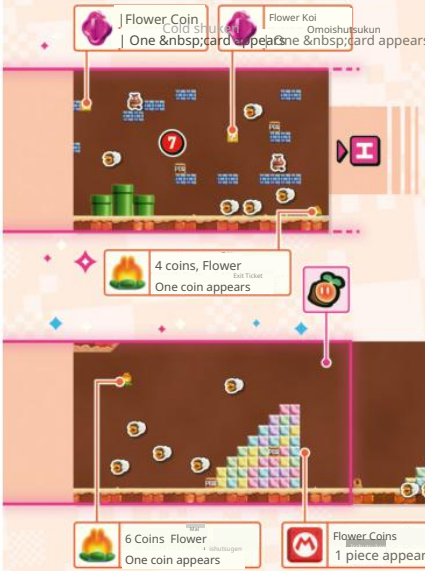


Jump from the lift to 10 Flower Coins, and float
Ascend using the pin, and grab onto the vine.

10 flower
When a Gashigas
under the coin,
stomp and jump hig
and grab onto the
handrail.



Under the 10 Flower Coins! A block platform will
appear.
Dodge the swipes and obtain



6 Make it appear before it gets eaten

Wonder Flower

Question block containing (something)

If left alone

it will be devoured by Gashigashi

The question block

until the block becomes visible

When you advance, it will be eaten. The Wonder Flower will be eaten—strike it before that happens.

7 Aim for the next red POW block

The pack of Wonder GashiGashi that approaches from the left side of the screen will, when hit by the shockwave from a red POW block, Stop for a moment. When it reaches the place to be placed, it will crash and stop on its own, so do not take the red POW block. It is safer to proceed forward.

The position of the red POW block becomes a temporary defense line. If you stay to the right of it, you won't be eaten by Gashigashi.

8 Create a lift and cross the gap

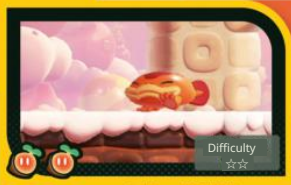
Hit the Happy Flower's brick block twice to spawn POW blocks, cross them. If you hit it more, you can make coins and Flower Coins appear.

◆ During Wonder, the Wonder Gashigashi approaches, so hit quickly to n

91 Jump before you're eaten!

If you dash-jump from the top of the stairs, you can grab the top of the goal ball. Before the Gashigashi eats the s

Before the stairs are eaten, quickly climb and jump.



Eats Anything

Angry's Grove

Miki

Friend Race

Hidden Goal —

Notable Mechanisms

Enemies to Watch Out For

Appear "Air Battleship of the Flower Isles" to Cl

Condition

With a wide-open mouth, it eats both items and enemies.

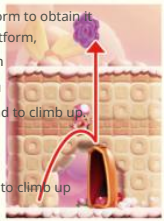
The chomping Angry appears. In Wonder

—it transforms into a Goomba!

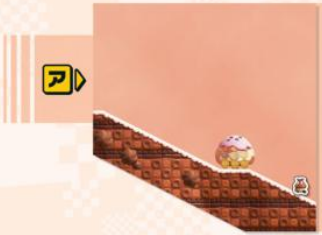
Flower Coins
Seizure/Extraction Certificate
One appears

1. Climb onto the platform to obtain

Climb the high platform to obtain it.
Do so. On the high platform,
Ankuri opens its mouth
and charges toward you.
You can step on its head to climb up.
Crouch Big Jump
or Float Spin and
you can also use them to climb up
as you go.



Turn it into a death
plunge and jump high. Press the jump button



2 Bug: Transform into a Goomba with the Wonder Flower and proceed.

The Wonder Flower is located past the spikes. It appears when activated by the pull switch. Enter Wonder and transform into a Goomba. Your jump becomes very low, but you can walk over spikes and hide behind round logs. Use these traits to advance.

When a Goomba, you do not take damage from spikes and will stop. Go. Walk on top and proceed.

Ride the lift that moves left and right to cross the spikes, and pull the pull switch.

Location of the round tree You can hide on the back side. Evade Angri. It becomes a certain location

Flower: Angri's Row of Trees That Eats Anything

3 Use a Goomba to reach the spiked passage

If you're in Wonder mode, walk through the spiked passage and ride a Goomba to obtain it. Normally, kick the Shellcreeper's shell from the left into the spiked passage.

4. It is recommended to ride the lift

If you walk over the spikes, further ahead there is an Angri which makes it somewhat dangerous. Ride the lift and move to the right, and if you get down onto the slightly higher platform, you can proceed more safely.

⬆ By using the lift, you can maintain a higher position than Angri. You can also stomp it to defeat it when dismounting from a platform.

5 Ride across three lifts in succession

Avoid the Goomba (enemy) and board the vertically moving lift. From there, transfer across two more lifts to reach the platform with the Wonder Seed. You cannot jump so get off between lifts and carefully う。

⬆ Two Angrys are moving back and forth. Hide behind the round log and let them pass to the left, then dash to the

⬅ The rightmost lift When you ride the lift, get off after it rises to a position noticeably higher tha

⬅ The next lift moves side to side. Get off when the two lifts reach about this level.

⑥ Use the Maimai Shell

Break the brick block that is blocking the gap on the lower level to get 10 Flower Coins. Use the け· Maimai shell to break the brick block.

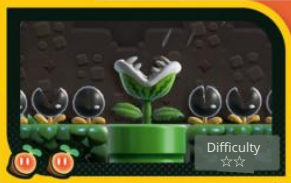
If you step on the upper-level snail and kick to the right, the wall and a
You can break brick blocks by passing through the anguri.

7 Stomp the Angry to jump!

renzoku (consecutive)

You can stomp the three Angrys consecutively from the left, but reaching the top of the goal is possible even if you only stomp the rightmost Angry. If stomping them in succession is difficult, defeat the two r

Start from the place where you step
Dash button and jump button
Hold down the ぇ. Jump's
Jumping in midair at the apex is guaranteed.



Prohibited: Eat anything — Angry Line
Condition: Clear the "Tree"

"Daichi

Fertile land

Piranha Garden

Friend Race

Hidden Goal —

Chuuroku
Notable Mechanisms

Soil emergence

Enemies to Watch Out For

Black Piranha
Watermelon Piranha Plant
Fire Piranha Plant

The ground is almost all Black Piranhas! Use movement between areas and the Super Star to proceed.

A long question-block that releases three coins toward the direction of the light appears.
While the Superstar effect is active, its contents become Superstars.

Coins appear
5 pieces appear

2 Coins, Flower
One coin appears
Weekly regeneration

Sinks when ridden

When you defeat the Black Piranha, it will sink when you ride it.

When ridden, left and right the height changes

① 土管を上げよう

From the normal area, use the pipe shown on the map to go to 10-F.

Get the Super Star and defeat the Black Piranha on it and the pipe will Rise. A pipe that sinks when you ride it.

Ride quickly in succession to the air above

Collect the 10 Flower Coins.

Ram Combo 連続ジャンプ

Right の前

土管は、踏むとイプ。

Get it. ・・・

Use the pipe on the right to go between the soil and water

Did not do

② Become invincible and go collect them

Get the Super Star and POW Block.

Touch two Happy Flowers along the way, and the Super Star Acquire Stars consecutively. While invincible, collect the 10 Flower Coins

and then head straight for the pipe. Note that the pipe is accessible from the rear area. Hitting the red POW Block will produce a question-mark block containing a Happy Flower, which will allow entry.

When emerging from the soil, Dash forward. Take the super star, then move left to the long question-blocks

E
P.441

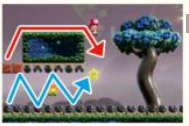
coins
4 pieces appear

3 Obtain 3 Super Stars

Obtain them to make the ground glow

Get a Superstar from the long ?-block

Acquire the Superstar, move left along the lower row, and reach the Wonder Flower to touch it. The Wonder Flower appears from glowing ground.



(illegible fragment)
step on the platform and enter the area using the right-hand control
Hearts
Press S
Exit

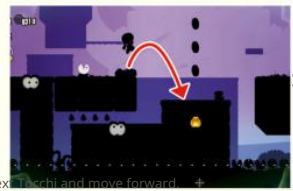
Wonder

4 Ride from Tocchi to Tocchi and aim for the platforms

Ride on a Tocchi that moves along the ground, and head for the platform. If a Tocchi cannot go further, switch to the next Tocchi and continue until you reach the platform, then jump across to move into the inner area.

The terrain is the same as the normal route, but a Fire Piranha Plant is present.

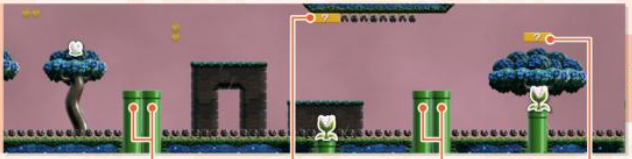
Be careful of the flying flames.



Location Ashido

Tocchi will be blocked at the spot with the pipe. You cannot proceed further to the right, so jump onto the next Tocchi and move forward.

Be careful not to fall short. There is a Water-filled Piranha Plant. The seed is the landmark. If you ride it, it will extend upward and carry you to the inner area. It's hard


Power
When you ride it, the height changes left and right
One Flower Coin appears to the right
A long question-mark block appears
When you ridden, left and right
the height changes

One Flower Coin appears to the right
A long question-mark block appears

Two coins, Flower
One coin appears
When you ride it, the height changes left and right
Flower Coins
One appears
P.445
P.444
Two coins, Flower
One coin appears
Coins at the destination
Five appear

⑤5 Ride the small Tocchi and move to the right

When you enter the area, immediately move from the platform to Tocchi. Let's go. The giant Tocchi keeps moving to the right. So The small Tocchi riding on top can be moved left and right by the standing position when mounted.

When touching a Happy Flower or collecting a Tiny Flower Coin, the little

In areas with low ceilings there are Black Piranha Plants. Either crouch to avoid them or hit them with a POW Block to defeat them. When you advance to the far right edge of the map, use the small Tocchi as a stepping stone to reach the Wonder Seed.

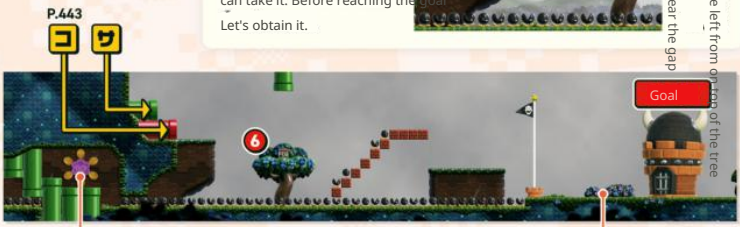
When transformed by Fire, you can also hit a Happy Flower with a fireball to spawn small Flower Coins.

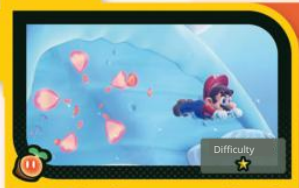
Be careful of Piranha Plants in low-ceiling areas. When not in small form, crouch to avoid them.

The brick blocks on the ceiling—if you hit a red POW block, these Flower Coins... Before collecting the Wonder Seed, you can defeat Piranha Plants while also creating a passage. Easy to obtain. Move the small Tocchi to the right to get it. Easy to obtain. Move the small Tocchi to the right to get

6 Use the red POW Block to reach the hidden area

Use the red POW block to Ma
Black platform at the left edge
If you defeat Kkun, the gap wil
Get 10 Flower Coins
can take it. Before reaching the goal
Let's obtain it.





Appearance: Visit the "Fishing-Loving Poppin's House"

Badge Challenge

Dolphin Kick LVA

Friend Race

Hidden Goal

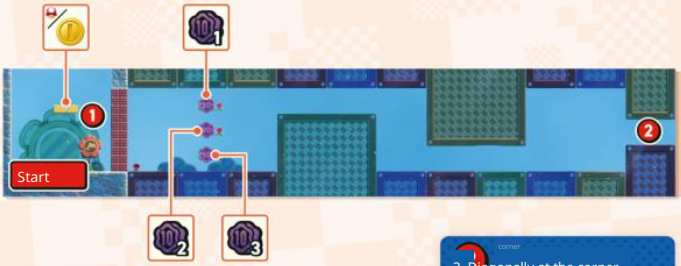
Notable Mechanisms

Be cautious of

A course recommended for practicing the Dolphin Kick.

10 Flower Coins

are awarded by competing with the Chatty Flower.



Chase down 10 Chatty Flowers

In this course, using the Dolphin Kick badge ability to catch up with the fleeing Chatty Flowers will yield 10 Flower Coins.

can be obtained. Swim through the shortcut to catch up. The course itself can be cleared by simply reaching the goal, so taking it easy is fine.

If you break the brick blocks with a Dolphin Kick, the chatty Flowers will start to ... pipe shortcut ahead of the country's pipe location

Catch up before they escape

inside!

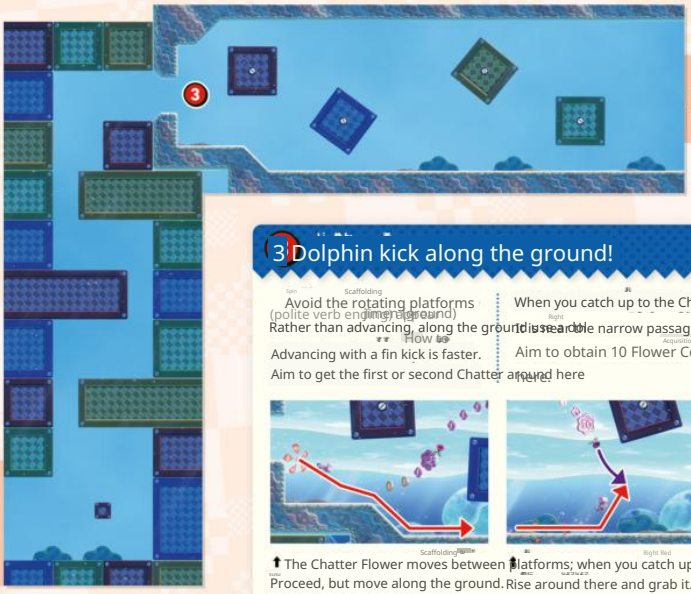
2. Diagonally at the corner

Charge forward

After passing between the downward-moving platforms use a Dolphin Kick to dash diagonally at the co

Dodge the left-and-right moving platforms in a zigzag pattern.

1 Moving diagonally will shorten the distance to the chatty Flower.



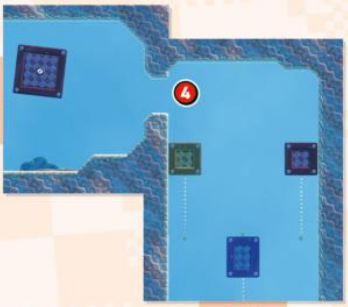
times

3 Dolphin kick along the ground!

Avoid the rotating platforms (polite verb ending) along the ground.
Rather than advancing, along the ground, use a dolphin kick.
Advancing with a fin kick is faster.
Aim to get the first or second Chatter around here

When you catch up to the Chatter Flower, use the narrow passage on the right
Aim to obtain 10 Flower Coins
here.

⬆ The Chatter Flower moves between platforms; when you catch up, head to the red p
Proceed, but move along the ground. Rise around there and grab it.



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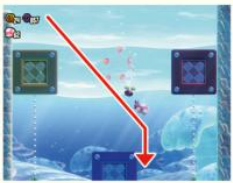
4 From the corner to the boundary of the bloc

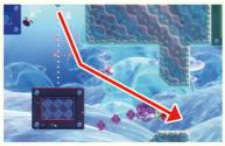
When you enter the long vertical passage, dash diagon
and continue, then swim straight down between the blu
toward the bottom. If you seem to catch up with the Cha
once you can catch up to the Flower, temporarily
overtake it and aim to collect the 10 Flower Coins around
Aim to obtain the 10 Flower Coins.

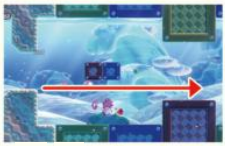


⬅ Blue
please
go straight along the platform
and move directly downward.

5 After turning the final corner, proceed through the center

Use the Dolphin Kick to move diagonally down to the right
After that, head toward the central platform
Just below the edge of the field, go straight to the right





⬆ Perform a diagonal-down dolphin kick at the corner. Go straight
Head straight for the narrow passage!

⬆ Obtain the 3rd 10-flower coin here
Go straight under the central platform and catch up to the Ch...

P.447

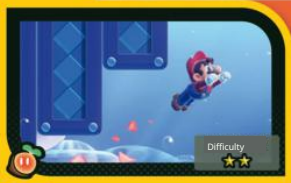
times

6 足場 Let's raise it

Ascend the platform with the Happy Flower
Ascend. Then perform a dash jump from above.
Let's do it.

← Dash from the bridge
右へジャンプで跳ぶ。

Two platforms rise



Badge Challenge

Dolphin Kick Lv.2

Friend Race

Hidden Goal —

Appearance Conditions: Obtain W2's Grand Seed

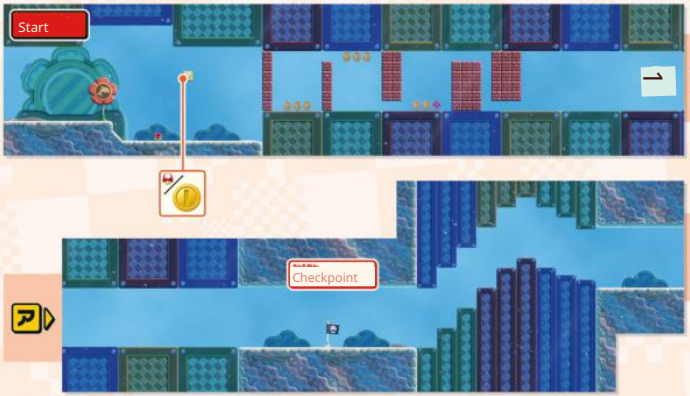
Notable Mechanisms

Be cautious of

Swift movement of the Dolphin Kick

On platforms that move to the point

Avoid being crushed.

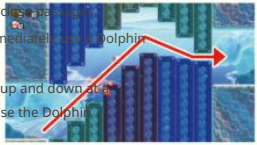


1 When the passage opens, swim through it using a dolphin kick.

Platforms that move up and down open and close passages.

... is happening. When the entrance opens, immediately use a dolphin fin kick to pass through at once. Next

In wave-shaped passages, the platforms move up and down at a fast speed, so as soon as the entrance opens, use the Dolphin kick to advance.



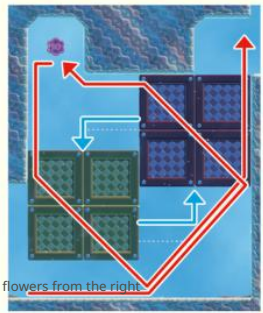
Move in a straight line with a Dolphin kick. At first, head to. Proceed to the highest point

Then, change direction slightly down and pass through the moving platfor and go through.

P.449

3. Move diagonally like this

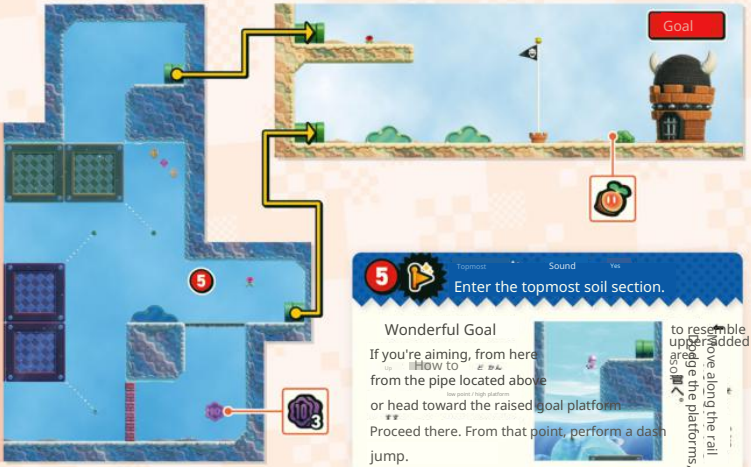
Position yourself behind the moving platform, and fo
As marked, if you proceed diagonally you can safely ent
You can obtain it. After getting it, continue diagonally to
and upward.



2 1 Obtain after passing through once

10 flower coins are,
Once you pass through the sca ding passage
It is better to aim to obtain it a
Safe. The scaffold/platform can ove up and down.
Because it becomes faster, the ance opens
Advance with a dolphin kick
at the same time.

⬆After passing through the passage, 10 flowers from the right
Enter the coin location.



5 Topmost Sound Yes

Enter the topmost soil section.

Wonderful Goal

If you're aiming, from here
from the pipe located above
or head toward the raised goal platform
Proceed there. From that point, perform a dash
jump.

How to

low point / high platform

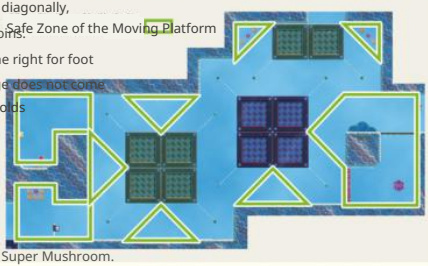
to resemble
upgraded
area.
Move along the rail
Dodge the platforms, and then
So

Safety squad

4. Follow the safe zones to the placement location

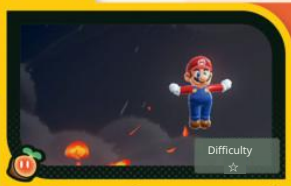
While dodging the platforms that move diagonally,
Let's go to the location of the 10 Flower Coins.
To proceed safely, refer to the figure on the right for foot
The point is to trace places where the stage does not come
To. Stop in the safe zone and create footholds
After waiting, hurry straight to the
adjacent safe zone. Also, to collect
the 10 Flower Coin, you need to
break the brick block with a Dolphin Kick.
There is one. If you are in small
form (chiibi state), go to the left to get the Super Mushroom.

Safe Zone of the Moving Platform



Movement is primarily done with the Dolphin Kick. Green pipe
so move diagonally forward to pass through quickly.

Platforms appear after 10 Flower Coin, the space under the red pla
From anywhere in the area, go straight to the right to break the bric



Appearance: A row of "Anything-Eating Angry" appears
Condition: Clear the "Tree"

Badge Challenge

Float Spin Lv. 1

Level

Friend Race

Hidden Goal —

Notable Mechanisms

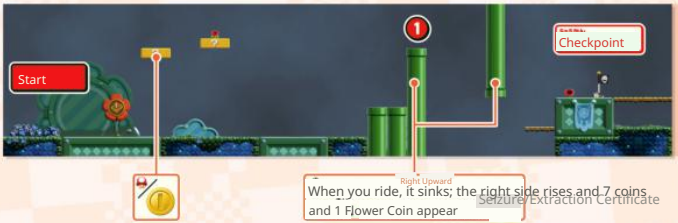
Tsuchiji

Be cautious of

Practice the Float Spin that lets you ascend in midair

Practice. 10 Flower Coins

Pay attention to pipes that move up wn as they are also important.



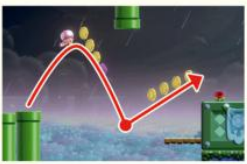
When you ride, it sinks; the right side rises and 7 coins and 1 Flower Coin appear

Seizure Extraction Certificate

Guide

1. Use the coins as a guide for the Float Spin

When you ride a tall pipe with a Float Spin, it sinks, and the yellow pipe rises. If coins appear in the air, their arrangement Jump along it → perform a float spin.



Spin out, collecting the remaining w★ floating
★Use a jump to get the coins in the firs
Collect coins while moving onto the pla

2. It's okay to do the float spin a bit late

When you submerge the pipe, 10 Flower Coins will appear.
Use the row of high coins as a guide to jump, 10 flow
Float-spin around the W coin to pick it up.

To the platform. P erform an art spin to obtain it Around the jump, flow Toward the 100 Flowe

3 Lower the dirt head all the way to the bottom

When you ride the sinking pipe, 10 Flower Coins rotate

Pipe: lowest state

So you can see it when the pipe is sunk all the way down

Let's do that. After that, jump, float, spin

ride the upper-right pipe and collect the 10 Flower Coins.

Perform a spin. At around the peak of the amp, float keep holding while jumping, and ja press the dash button

4 The arrangement of coins after oxidation

If you sink the pipe all the way down, the right pipe will rise

At the same time, the arrangement of the airborne coins changes

Use the post-change coin arrangement as a guide: Jump → Floa t Spin to get onto the platform with the 10 Flower Coins.

Dra Loto spin.

Jump at the edge of the pipe while running.

Is it grounds le of the pipe to the right?

When you ride it, it sinks and the right side rises releasing 5 coins and 10 flower coins

When you ride it, the left and right sides change height; if you ride on the left the upper-right and

When you ride it, it sinks and the right side rises so the coin arrangement changes and the 10 Flower Coins appear

rotate

5 Perform a float spin around the left-side coins!

Dash-jump from where the Chatty Flower is located and perform a float spin in midair to reach the goal bar.

Grab onto the very top. Flow Throw a toss spin (Tospin) when you're about to touch the leftmost coin in midair.

Running Hana-chan Race

Friend Race

Hidden Goal —

Appearance Condition: Obtain the W2 Grand Seed

The second match against Hana-chan.
If you equip the Dolphin Kick, you can move faster underwater.

Attention Only
Notable Mechanisms

Water current.

Enemies to Watch Out For

Pukupuku

See You Mew

Official name
*This is not the official name

1 Ride the rightward current to speed up!

When you dive into the water, descend and go to the left ca
If you ride the water current gushing out from the pipe, you will move faster
flow. Water flows from two places, and the upper
Once you get carried by the current, immediately descend to the lower wate
Let's transfer onto the current/stream and continue

If you ride the lower current then press the jump button occasionally to stay within the current
Let's proceed.

2. Change your approach depending on whether you use the dolphin kick

If you perform a dolphin kick — with a dolphin kick — you'll stay close to the ground
Go straight, along the wall
When you ascend there, you can also collect coins, so it's recommended. Do
Attach a dolphin kick
If not, turn the corner at times ride an upward current and ascend.

Use a dolphin kick to stay close to the ground and pass under the sea urchin (Uni-ra), then swim
Proceed, then ascend along the wall
When you reach the corner, ride the ground current to ascend

3 If you're behind, catch the Super Star

If you are behind Hana-chan at the xylophone block, grab the Super Star released by the Chatty Flower. Take the Super
When a star appears, the tree on the right will also release the Chattering Flower that is on fire to help you. While invincible, movement speed increases, so Hana-chan has a chance for a dramatic turnaround to reverse the situation.

The Chattering Flower releases a helper Super Star. Make good use of it.

P.455

2 Coins, Flower
One coin appears

appearance source

Wooden Xylophone
Appears when a Super Star is active at the nearby wooden block location

Cross over the tops of the trees from point ④

If you have the Dolphin Kick badge, you can proceed underwater, but if not, it's faster to leave the bridge, get onto land, and cross over the treetops using dash jumps. Memorize the trees you'll land on and control your dash speed as you jump between them.

From the slope, jump to the lower tree-like object.

Then dash to accelerate.

Try to jump to the next tree using a nearby tree as a step.

Appear on top of the other (platform), then dash at the edge and jump so that you clear the Goomba.

Appears when you are behind Har

Wooden Xylophone
At the location of the xylophone block in front, super
Appears when a star is out

⑤ Go straight if you can break the brick block

If you can break the brick block with a Dolphin Kick
In that case, go straight on the lower level. If you cannot break the front
Ride the current to the right while looping around to the upper passage

Near the front

There is a Bubbler in front of the brick block, so jump over it and then use a Dolphin Kick to avoid hitting it.

6 Determine how to proceed based on Shiūmiu's state

When Shiūmiu is coming out of the pipe, use the coin
as a guide and curve through. If Shiūmiu retracts
If it's crowded, ascending straight up is faster.

Whether the Shiomiu is out or retracted
depends on the pattern; if it is retracted, ascend straight up.

Exit "Abundant Land: Pakkun Garden"
Clear the conditions

どう Some shoes
洞窟駆 Run through

Hana-chan Race

Friend Race | Hidden Goal —

Pay attention
Notable Mechanisms

Enemies to Watch Out For

Location Poison Marsh
When you advance to a certain point, the poison swamp rises up. Don't fall behind Hanachan!

Hmm
1. Choose your route based on whether you have one Jet Run

You can beat Hanachan without a badge, but if you equip the Jet Run badge it will often be easier. How you proceed changes depending on whether you have the badge, so check the following points.

Explanation Confirm Immediately after
Also review the point-by-point explanations. Right after the start, if you have Jet Run, just go straight to the slope.
Just kidding Direct Advance
If you don't have it, proceed along the upper level and use ~ as a refe

No Jet Run

Jet Run available

Jump up using the trampoline lift, then dash along the upper level and run straight until you reach the slightly longer slope. A
Chain
m. You can skip the first snake worm.

Direct Advance
No jump is needed. Just run through it.

*This is not the official name

2. If transformed into Drill, head to the coin passage

If transformed into Drill, follow along the ceiling through the gaps to
ver to the coin passage and dash across. When crossing to the coin passage,
instead of jumping, use a spin
Pass through in Drill form
not the body
Otherwise, drop to the ground and dash forward

Then, land in the coin tunnel

←ダッシュ
い、なな
me yu
so
Pitentèn
Mon Iii
so put on
Grounded right:伝

Cross when three blocks have collapsed

The planks blocking the path are broken for you by the snake-w
When passing on a hard block, slightly reduce your speed
and the key is to jump out from the ceiling where the snake-worm
If a few hard blocks remain,
use it as a foothold and proceed

Let's cross at the bump.

Ku remaining
to pass
add to the route
place is
opening
硬いブロッ
にして、ジャ
通したら、

4 coins, flower
One coin appears

P.460

4 Use the trampoline lifts to avoid the snake worms!

Remember the timing of your jumps and keep moving without stopping
Pass through. Keep holding the dash button to keep moving
For the jump button, from the start of the jump to the tram
hold the jump button down until you get through the
Polin lift area. The jump timing changes depending
on whether you have Jet Run or not.

Dash off the ledge and, from the point where you bounce off the ledge,
hold the jump button down.

Steps off the ledge, and just before the first landing, hold down the
and leap forward.

Poison Swamp
5 Avoid the Poison Swamp and Snake Beetles

If you don't have Jet Run, use the platforms as stepping stones to cross the poison swamp. If you approach from the front without slowing down, you won't hit the platform snake beetles, but if it looks like you'll step on one, shift your timing to land on the platform. If you have Jet Run, you can simply dash through.

An slope (phonetic)
Evening path
Land on the field
Land on the platform without hitting it
Hold the button down
Let's take on the challenge
you can obtain it.
poisonous swamp, you can run on th

6 Jump from a Position That Avoids the Hoppin

Because Hoppin is on the ceiling, careless jumping will make you hit it. Without Jet Run, keep your jumps to a minimum and progress while moving between the upper and lower levels. With Jet Run, follow th
Get on the upper section and run straight through.

climb onto
ground
surface steps
on the surface
ride the utility
step
noticed a difference
a surface
fall down
viewed steps
ignore the <original> tags.
ワ オレンジ
ジャンプ。
ジャンプ。コイン
のハンカ
のオレンジの
Without jumping, land
Flower level, and the ground's ha

4 coins, Flower
One coin appears

Six regular coins and one Flower Coin appear. They appear consecutively, and there are no time damage penalties.

Pet P.462

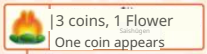
7 Shortcut with Trampoline Lifts

When you touch the Wall's Happy Flower, Near the arrow signboard immediately to the trampoline lifts will appear. If you If you bounce up them, you'll ascend much faster than following the path. Even when using a jet run, you can still stop by holding input in the opposite direction and you can climb the trampoline lifts. It is doable, but the difficulty is relatively high. If it's too hard, follow the path. Climb up in a zigzag pattern.

It takes time. They appear afte a short while. Until the trampoline lifts appear, wait a bit. Touch the Happy Flower to exit at time. Wait, then climb up.

Get onto the upper platform and climb the toad. Once up, one Press the jump button to leap high. Then

P.461



Quickly move across the 83 diagonal platforms!

From here on, use the three diagonal platforms to proceed quickly. When there is no jet run, it is assumed you will dash without stopping. From each diago

After performing a dash jump from the diagonal platform, Mario's movement changes slightly, so refer to the screenshots below. Also, when jet run is available, after landing on the diagonal platform, descend the ladder without jumping. Just that is fine. If you don't slow down, you'll naturally step on the Patapata and be able to proceed without falling into the poison swamp.

If you dash-jump from the edge of the ledge. You won't fall into the poison swamp.

Dash-jump from the right edge of the platform, stomp the second red Baddy and the flattering Tabata to cross the poison swamp and land. Press the jump

first red Baddy, then dash-jump to stomp the button at times to jump higher. Press the jump button at times to jum

5 Country 2

If Jet Run is available, running straight on the lower level makes collecting coins smooth.

If Jet Run is not available, get on the upper level and dash to the goal. Jet

If Jet Run is available, you may also proceed a

If you proceed on the lower level, you can obtain coins and

You can obtain them. No special actions are required; just run

straight through, so give it a try

It may seem like you'll plunge into a poisonous swamp

but you can flap over it by riding a flying Red Parabiddy

so you'll naturally be able to get across safely

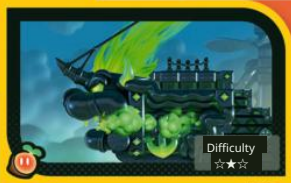
Get on the upper level and dash. Hold the

If you are ahead and do not slow down, you can trample through the

victory will be assured.

It feels like you'll plunge into the swamp, but

flurry and get past. Run straight through without



shotō

of the Flower Isles

Airship Hangar

Airship Battleship

Friend Race —

Hidden Goal —

Appears in "Cave Filled with Jewel Blocks"

Clear the conditions

Use Lakitu's cloud to travel through the air

There are many sections where you move forward. During Wonder time, Ku

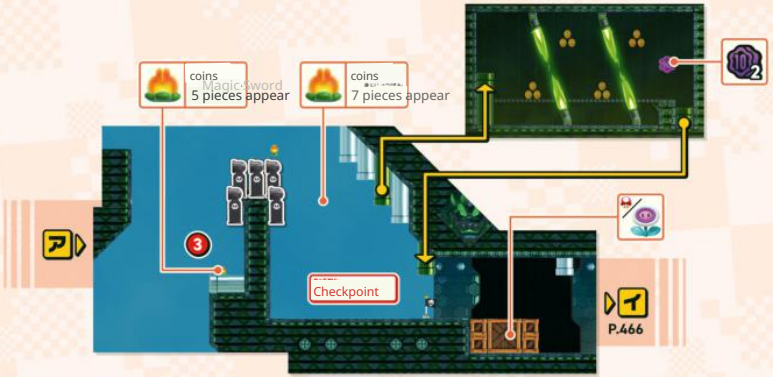
dodge Bowser's bombardment too!

Notable Mechanisms

Burner

Enemies to Watch Out For

Blooper Cannon Mech-Bowser

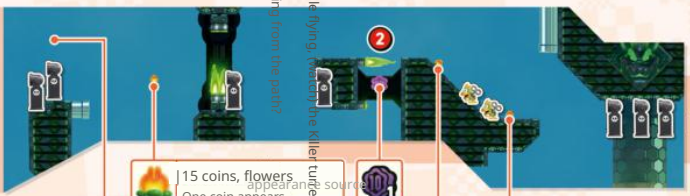


1. Ride Lakitu's cloud and move forward

Ride the Lakitu cloud that emerges from the pipe and fly through the air. Because Lakitu's cloud disappears after a certain time once you ride it, it's best to wait until the screen has scrolled forward a bit before boarding, and then jump and switch to the next Lakitu cloud.

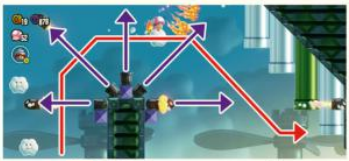
2. Collect before Lakitu's spirit disappears

There are 10 Flower Coins in the air, so Lakitu's cloud is recommended for collecting them. Lakitu's cloud will disappear, so approach the placement area early before it vanishes, and grab it quickly when the burner's flame subsides.

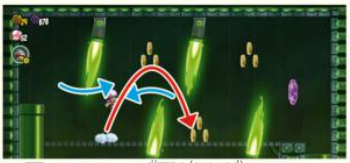


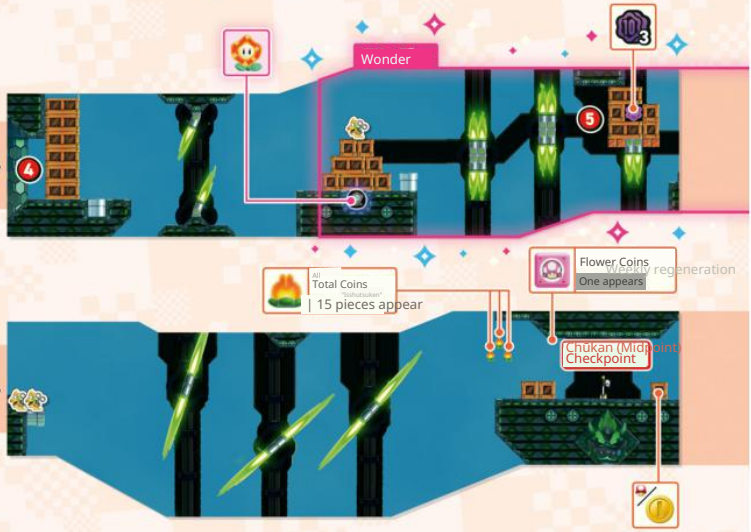
3 Jump into the pipe so you don't fall behind the scrolling

If you ride the Lakitu cloud that comes out of the left-facing pipe, the Bullet Bills will be fired in sequence from the right, so the course From there, aim for the green pipe up and to the right. Ten Stop and dodge between them. As the screen scrolls, you will no lo wer coins are beyond it. Either a five-direction Bullet Bill cannon pipe, so head there early.



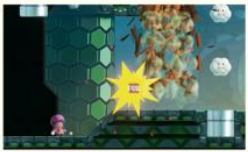
The trajectory of the Chaser is set toward 50,000. Follow that path, in the room beyond the pipe, time your movements to av and head for the green pipe. Jump at the right moment to reach the 10 Flower Coins.





4 ? Efficiently break the wooden boxes

The wooden box blocking the path should be hit with the red POW block. They can be broken quickly if present. After that, move using the Lakitu that comes out of the pipe. Break the wooden box above the Wonder Flower all at once and break it with a hip drop.



You can make it a height that can be reached. If you kick the wooden box blocking the path to the right, Lakitu's cloud

Wooden box from Lakitu's cloud Up drop. Press down to descend to the bop. hi

5 Break the wooden crate to obtain it!

Break the wooden boxes so you don't fall behind the scrolling Obtain. If it's Wonder, Bowser Jr.'s cannon fire near the wooden cra It's good to lure it. If you're not in Wonder mode, go around to the

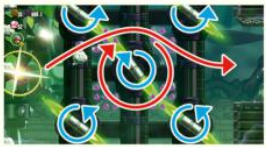
木箱の左側でク
Raki
Use the can on into the mouth on the tree
Treasure chest Gun Des
Broken sepa of the field

The ride broke
Discard to the right and lend
Ji-ra Wood
Ge Flame equipment
Mu ni o
Ride of Cloud Tsuwa
Endless

⑥ Cut through the burner zones before and after the Wonder Seed

From here on, you will pass through three burner zones. You need to ride on the Juggum bowl that emerges from the ground to progress. Therefore, referring to the screenshots below, Jugemu's cloud Quickly pass through before it disappears. If you're in Wonder mode, collect the Wonder Seed just after clearing the second burner area.

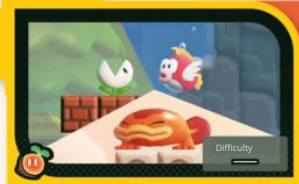
The burner's flames rise and fall. Avoid being hit by the flames as you pass through when approaching it at high speed while moving. If inside, stay within the area outlined by the red frame and move to dodge the bomb and red arrow trajectory. Pass between the burners



Pass through on a mount and the Flower Coins in the middle. Align the circle with the red arrow and pick it up as if drawing.

7. Dodge Mech-Bowser and the burners to reach the switch

Avoid the Mecha-Koopa coming along the conveyor belt and move to the right. There are burners rotating above, so jump from a position where you won't be hit by the flames. If transformed, defeat Mech-Bowser with foam while proceeding o It won't hit the burner. When the mouth of the Bowser Mech Maker closes, climb up and move close to the switch.



Defeat and advance!

Flower Coliseum

Friends Race

10 Flower Coins

180秒/130秒/80秒

"Abundant Land: Pakkun Garden"

Clear the conditions

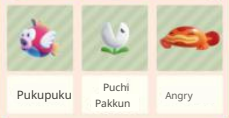
Notable Mechanisms

Whirling Block

Block

Swaying

Enemies to Watch Out For



A coliseum where three types of enemies appear.

One step forward, one step back

...um. Power-ups have both advantages and disadvantages.

Since there are options available, choose according to your preference.

1. Using the Dolphin Kick increases movement speed.

Defeat them in order starting from the Pukupukus on the left.

Dolphin Kick

if you equip the Dolphin Kick badge,

you can move faster underwater

so try making use of it

Elapsed time

If time passes and the water level drops,

quickly stomp on them to defeat them.

Using the dolphin kick, you can quickly appr

*This is not the official name

2. Make Use of the Red POW Block

Red POW blocks appear from the two blue pipes on the ceiling at regular intervals. Use them to defeat multiple Petey Piranhas at once. However, waiting too long for the Red POW block to appear can actually waste time, so mix in attacks from below and item-transformation attacks to proceed efficiently. (See above—combine hits from below and item-transformation attacks.)

⬆Use it where Petey Piranhas are clustered or against Petey Piranhas that are hard to defeat, such as those behind walls.

3. Watch Out for the Snail Shell

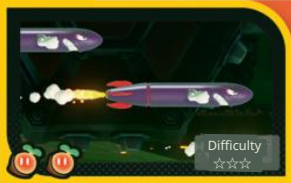
The upper-left Angri is Mai.

When Mai spits out a shell, be careful as it will hop between the lower-row Angri, so it's speedy

If prioritizing defense, lower left → upper left → two in the upper row center → middle of the lower row

⬆Two enemies → bottom, right → top, right order from the upper-center, lower-left, lower-center

It is recommended to defeat them in this order.



Long Chomp Scramble

Friend Race

Hidden Goal —

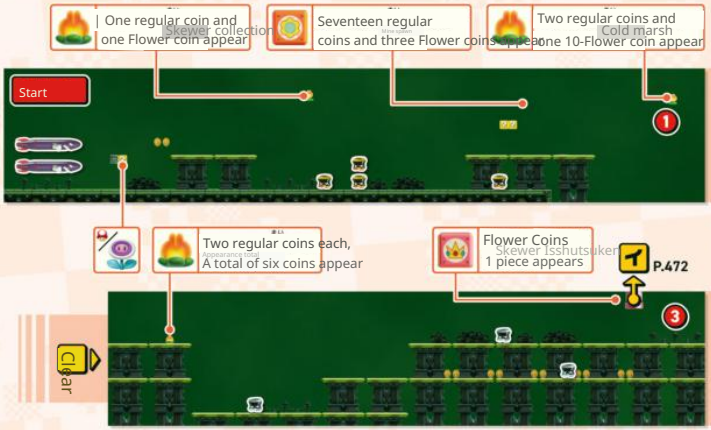
Spawns the Grand Seed from W1 to W6
Condition: All collected (6 in total) hands

Notable Mechanisms

Enemies to watch out for

Long Killer (Long Bullet Bill)
Metal Takkebo (Metal Buzzy Beetle)
Mokumokumo

A course encountered first upon entering Bowser's Castle. Ride the long Bullet Bills that fly one after another and proceed forward.


One regular coin and one Flower coin appear
Seventeen regular coins and three Flower coins appear
Two regular coins and one 10-Flower coin appear
Start
1
Two regular coins each, A total of six coins appear
Flower Coins 1 piece appears
P.472
3
Clear

2. Watch out for Long Killers flying toward you from the front

When you advance to location 2, the Long Killers that fly in from the left will disappear and instead Long Killers will start flying in from the right. The height at which the Long Killers fly is the same each time, so try to use the topmost platform as much as possible.
Using it allows you to move safely.

In addition to the flying Long Killers, Metal Takkebo also walks along. Both are relatively easy
Use the topmost platform.

10. Ride the upper Long Killer and jump forward

From left to right across the screen, the Long Killer moves up and down. Jump onto it and touch the Happy Flower.

Two of them fly side by side toward (the player). Up until just before reaching a distance, ten Flower Coins will appear.

Move forward and wait for the Long Killer to fly in. Long

If a Bullet Bill flies by, jump onto the long Bullet Bill above, and collect the ten Flower Coins.

While jumping, move left, then immediately jump up and ride the Happy Flower's long killer. Touch it to release 10 Flower Coins.

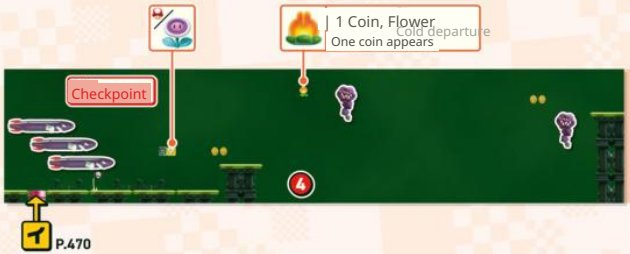
If you jump forward, you can return without being left behind by the Long Killer.

③ Jump forward into the long killer

There is no foothold to the right of the pipe, and if you fall, you will immediately be marked as having failed. However, there are 10 Flower Coins beyond the gap, so you need to use a long Chomper (Long Killer) flying in from the right as a platform to pro

Ride the long Chomper, and when the next lo immediately jump forward and keep approaching by repeating the process.

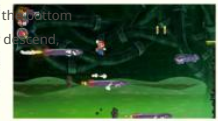
After obtaining the 10 Flower Coins, ride the long Chomper and return all the



4 Ride the lowest Long Killer to accumulate travel distance

When three Long Killers lined up vertically fly by, ride the bottom Long Killer. While riding, the Long Killer will gradually descend, so the middle Long Killer

Jump to the Killer. As before, when the Long Killer comes down, move to the bottom Long Killer.



If you ride for a long time your jump won't reach so that will happen, so quickly move to the next Long Killer as soon as possible.

6 Climb the Long Killers from the bottom in order and touch them

The Wonder Flower cannot be reached with a normal jump, so use a Long Killer to touch it. First, wait beneath the Wonder Flower for a Long Killer to fly by. When the Long Killer arrives, from the bottommost one, proceed. Jump up and move along. If you ride the topmost Long Killer, you can reach the Wonder Flower, so jump to touch it.

If you move quickly, you will miss the transfer and movement may not synchronize, so be careful.

Two regular coins each,
A total of 8 appear

5 Use the bottommost Long Killer to approach the 10 Flower Coin

The bottom-Ro" among t... three lined-up figures
Riding the Ngu-kirā, en route
Long Killer in the Middle
Move to (location) and [colle... 10 flower...
Get a coin.

After collecting 10 flower coins, immediately jump and climb up to the pla...

7 You can proceed even without becoming a Wonder

Touching a Wonder Flower will start a wonder right there, but if you ride a Long Killer you can reach the pipe that connects to the goal.

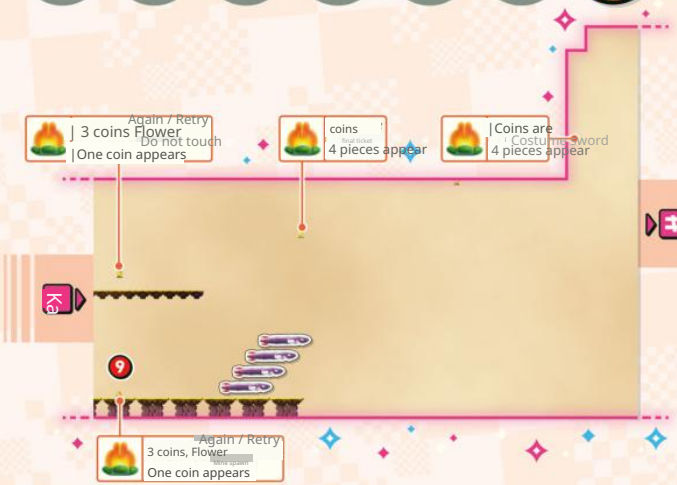
If you have already obtained the Wonder's Wonder Seed, proceed to the right.

8 From the right edge of the scaffold Ride the Long Killer

Stand on the nearest platform and jump onto the long Killer. Get on it. Once aboard, immediately move to the upper long Killer, then dash-jump to the top of the goal ball.

When you board the long Killer, move slightly to the left and dash-jump to th...

Small Flower Coins will appear in a set of 20.
Two coins and one Flower Coin appear
Coins are 3 pieces appear
2 coins One coin appears
Flower
Wonder
coins 3 pieces appear
coins 4 pieces appear
coins 4 pieces appear
Power



9. Use the Long Killer

Climb up to the upper platform

The Wonder Long Killer comes from the lower right of the screen. Four will fly toward you, so jump up from the bottom in order.

When you land on the aerial platform, next

A Wonder Long Killer flies in from the left

So, jump onto it and proceed to the right.

Move to it and ride. ★While jumping

As you land on the upper platform, an enemy will

Times P.479

Appear "Long Killer Scramble"
Condition cleared

Zzzap [Loop Barricade

Friend Race

Hidden Goal —

Notable Mechanisms

Be cautious of

The course is pitch black and the platforms and so are completely invisible. Check by the discharge blocks use the light from their discharges to check the surroundings.

1 When the discharge ends To the upper platform

When you start, Metal Takébo (metal bamboo enemy) appears. The column approaches, so wait until it drops to the lowest position before proceeding. A discharge block blocks the platform and the discharge spreads horizontally from the block, so wait until the discharge ends, then move to the upper platform.

Hit by a discharge
The Metal Takeboo hit by the discharge becomes electrically charged for a while and cannot be stepped on.

2 Synchronize with the discharge Clear by jumping over

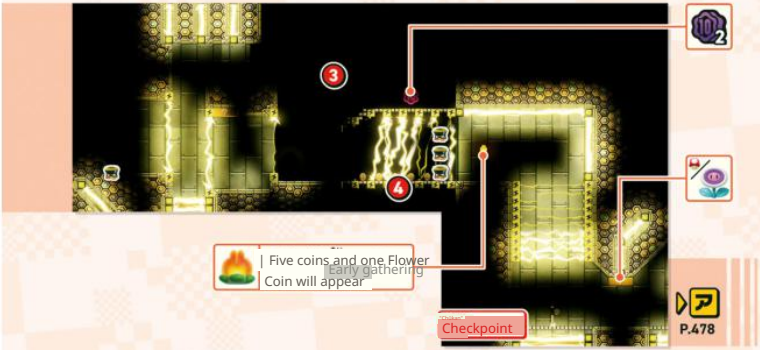
The Metal Takeboo move connected vertically in a column of three and because the discharge block is electrified, the Metal Takébo also become charged and cannot be defeated. Therefore, After the discharge block finishes discharging, jump over the Metal to get past them.

Avoid the Metal Takeboo, jump near the wall, and collect it when it is overturned.

3 Stomp the Metal Takebō and jump upward

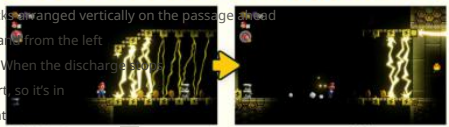
The second 10 Flower Coin is hidden in the pitch-dark attic above the checkpoint. When a Takebō approaches, it emits an electrified shock Electric Shock is hidden there. You can reach the attic with a dash jump as well. Wait for it to disappear. When the electric shock fades, Metal Takebō Climb to the space above the ceiling Since it can't be reached, start walking from the front of the discharge block where the electric shock doesn't reach. Then perform a dash jump and you'll get 10 Flower Coins. Use the Metal Takebō made of three connected bodies. Step on the Me

First jump over the Metal Takebō, then wait until the U Metal Takebō's electric shock disappears and it returns. There are no so wait for it to return. Then perform a big jump. After that, proceed to the right and you're good t

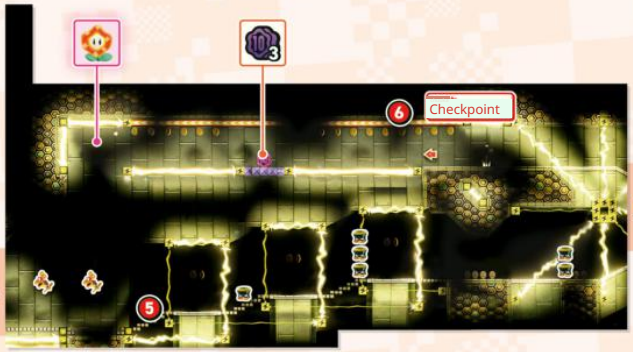


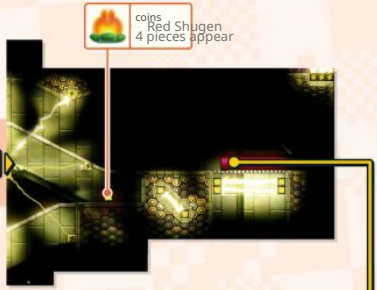
4 When the nearby discharge block stops, dash through it

There are eight of these discharge blocks arranged vertically on the passage ahead These discharge blocks are lined up here, and (consecutive) from the left they discharge in succession to the right. When the discharge is The amount of time spent ～ is quite short, so it's in Let's dash through in one go. The far right As the discharge block discharges, Da— You can safely exit once you start Shu.



While waiting for the discharge, watch out for Metal Take and Metal Take-Bō, and bō. Then dash through quickly.



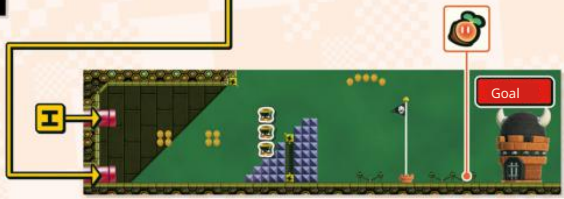


Houden

5 Gaps in the Discharge

Proceed Little by Little

There are discharge blocks above and below the pass
which discharge at regular intervals to block the passag
and release electricity. It's dangerous to dash straight t
so pause once in the gaps between discharges
and advance gradually.



From the dash rail above block ⑥, let go with your hand 放す

Beyond the midpoint in the upper passage, on the ceiling, there is a dash
rail, where you can grab the dash rail and release
You will have to proceed by avoiding electricity. On the small platforms along the way
There are 10 Flower Coins, and to the left is a discharge b
If you release your grip while above, you will land on a small platform.

The dash rail's movement
and sprint
speed is extremely fast,
so once you grab on, immediately
Prepare to descend.

Wonder

7 Become an Invincible Body

Advance while defeating enemies

While in Wonder, the player character becomes metallic transforms into a block and becomes unaffected by discharges or enemy contact becoming invulnerable. There is no need to avoid enemies so dash forward, defeating enemies as you go Keep charging ahead.

Do not stop.

While in Wonder, discha

8 Use vertically moving lifts to reach the Wonder Seed

When you enter Wonder, on the right side of the course there is a vertically moving Lifts appear. You can no longer jump high, so use the three lifts to reach Wondersea to climb up to the location of D6 That is what will happen.

Overall / Entire

You cannot see the entire lift, but tiny Flower Coins move with the lift in the discharge glow and you can see a small part of the edge of the lift.

Use the location as a reference point when riding the lift.

Slip Through!

Pursuit Chase Killer

Friend Race

Hidden Goal

Notable Mechanisms

Enemies to Watch Out For

Chase Chomper

Big Chase Killer

Metal Takebo (Takebō)

Appearance of the "Biri-Biri Loop Barricade"

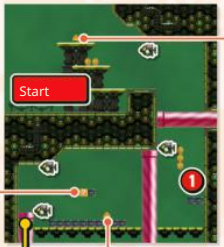
Clear condition

Many Chase Killers & Big Ch

ase Killers appear. Move while watching up, down, left, and right.

Advance while paying attention to all directions.

Registration



1. Your brick block

Hit it to move the pipe

At the Happy Flower located near the start point

If you touch it, the pipe will move and you will be able to go down.

There are two brick blocks below, so hit the right

brick block. When you hit it, a pipe immediately on the left

and the pipe will pull back, allowing you to proceed further.

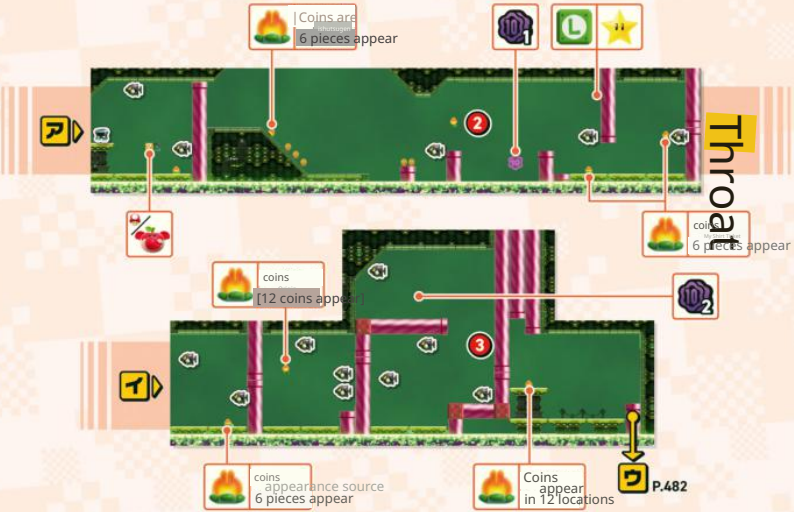
Power-up items can be obtained from the Tenablock

, but be careful because there are two Chase Killers nearby.

Slide down the dirt by wall-sliding and collect 10 Flower Coins

Touch the Happy Flower to get 10 Flower Coins
A long dirt pipe appears to the left of n. Move to the small dirt pipe to the right of the pipe that emerges
Proceed to the small dirt pipe, jump to the left, and the long
pipe—while wall-sliding down it—collect 10 Flower Coins
Collect them. After obtaining them, use a cap kick to return to the pipe on the right
.

Left of the long pipe
Chase on the side
Three Killers are clumped together.
Jump immediately to avoid them.



3 Use a wall kick to reach the dirt

If you move the dirt pipe upward, the dir
Jump toward it. Top-left pipe → right
By performing wall kicks against the pipes
You can climb into the attic above the pipe
. In the attic there is the second 10-flower
coin, so climb the pipe to obtain it
do so.

Climb to the space above the ceiling
Ride the pipe there; if you go to the upper-left, a Chaser Killer will crash out of the upper-left ceiling right in front
Jump toward a certain pipe.

Duck under the flower! The pursuing Chaser Killer

④ Keep moving to dodge the big Chase Killer

From the rotating mechanism in the ceiling, Dekachaisu
A rider appears and charges straight toward the player.
If you stand in the same place, you will run out of places to escape.
Because it will go away, a Power-Up from the ? Block...
Once you pick up the item, move on immediately.

After dodging the incoming giant Chee
Ice Killer, move
forward before the
next giant Chee Ice Killer comes flyin

Ekē P.485

6. Break the hard blocks to reach the place where the Wonder Seed is located

Locations where brick blocks form a bridge appear to have a hole beneath and seem like you would fail if you fall, but they actually lead to a place that contains a Wonder Flower. However, because you cannot break hard blocks by performing a hip drop on them, directly above

Use the giant Chase Killer that appears from there. Stand on top of the hard block and wait for the giant Chase Killer to appear. When the giant Chase Killer is fired, move immediately so it will break the hard block for you, and then you just drop down.

O P.484

50 By the way, break brick blocks with the Chase Killer

Ten Flower Coins are surrounded by hard blocks and cannot be taken as they are. Therefore, use the nearby Giant Chase Killer to remove the brick block

Let's break them. However, if you break too many, when obtained Be careful, because the hard blocks that serve as necessary footholds will disappear.

Back/Inner Area
↑ The large Chase Killer in the back is tough. The large Chase Killer next to the pipe breaks the hard pro-blocks under the 10 Flower Coin, so advance forward. Fire it directly sideways. The block will disappear, so go collect it. Fire it directly sideways. The block will disappear, so go collect it. The block will disappear, so go collect it.

7. Climb straight to the top before the hard blocks are removed

There are hard blocks arranged like stairs just before the goal pole, so you want to jump from the very top and grab the top of the goal pole. However, nearby there is a large Chase Killer, and if you stop even for a moment the hard blocks will be destroyed and become unusable . Climb straight to the very top and jump.

Ceiling — Stamina
↑ There are many large Chase Killers on the ceiling, so dash through quickly.

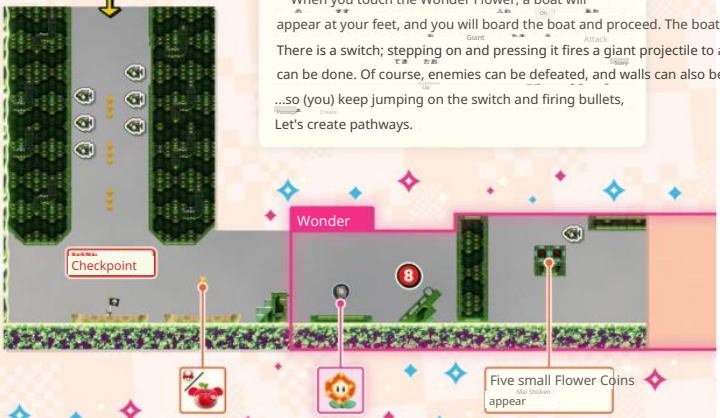
↑ How can see hard blocks arranged like stairs. Climb straight to the very top and jump without stopping to

places, climb
reach the top of the goal pole.

Page P.483

Shoot 8 rounds to break obstacles and move forward

When you touch the Wonder Flower, a boat will appear at your feet, and you will board the boat and proceed. The boat
There is a switch; stepping on and pressing it fires a giant projectile to a
can be done. Of course, enemies can be defeated, and walls can also be
...so (you) keep jumping on the switch and firing bullets,
Let's create pathways.

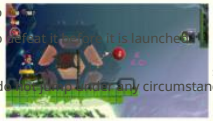


10 To reach the Ceiling Kingdom, use the blocks
jump across and move

In the ceiling space near the Wonder Seed, koi
is hidden; by using the L-shaped platform, you can
get into the ceiling space. Once you climb into the ceiling space, then
If you proceed as is, you can collect coins and Wonder Seeds
You can do this by hand. However, if you fire bullets rapidly, L
platforms shaped like the character will be destroyed, so when going into the ceiling area
stop attacking before reaching it.

⑨ Quickly defeat the Big Chase Killer as soon as you see it

When the large Chase Killer hits the ship, the ship's blo
The ku will be destroyed, shrinking the platform, so try to
Also, descend the slope at high speed
If you jump while on the ship, you will be left behind, so do
Therefore, do not jump under any circumstances.



Just before descending the slope, a large Chase Killer appears so be sure to defeat it before the ship til

Knuckle Festival ~King Beats You Up!~

Question: "Slip Through! Pursuit Chase Ki"
Clear the condition "Ra"

Friend Race —

Hidden Goal —

Notable Mechanisms

Enemies to Watch Out

Ride the pump lift to move while avoiding linked Search Killers that interfere with you.

1 Total of 10 places
Cause Happy Flowers to appear

Appearance timing

If you touch the Happy Flower directly in front of the starting point, Happy Flowers will appear one after another. Happy Flowers will appear in 10 consecutive places, and finally you can get 2 coins and 3 Flower Coins.

When the fire knuckle rises get onto the platform, Dash to touch Let's resist.

② On the young branch of the Pump Lift
Vertical jump

When moving the Pump Lift, try to get on the right side of the Pu

Ride on the right side of the Pump Lift and jump straight up. The Pump Lift moves to the right, so if The person standing on that side is less likely to fall.

There are no obstacles that interfere with movement so use a hip drop to ... Proceed to Kki.

3. Defeat the Metal Takebow (Metal Takebō) and wait for the Fire Knuckle to rise

When the movement on the Pump Lift ends, a Metal Takkebō will be right in front of you, so stomp on it to defeat it. Beyond Rutakebo lies an area where consecutive Fire Knuckles appear ...so, the leftmost Fire Knuckle's hand

Stop in front and wait for the fire knuckle to rise. When the fire knuckle rises, dash forward to the left, grab the coin and stop. When the next fire knuckle rises, run through to the lower platform ahead.

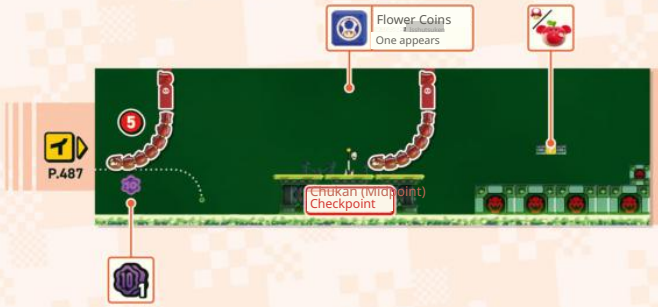
↑Where Metal Takebo was, the spot with the fa coin is safe, so the low area is safe. Wait at this location for the next fi knuckle to rise.

↑Stop once you take the coin.

↑Wait for the iron knuckle to rise.

4. Make small jumps to secure the Pomp Lift at the end of the rail

The platform beyond the Pomp Lift has Fire Knuckles falling from above, so jumping over immediately it's dangerous. After moving the Pomp Lift to the end of the rail, make small jumps so the Pomp Lift doesn't return and repeat small jumps; if you move when the Fire Knuckles stop, wait for the timing. When the Fire Knuckles rise you will find the next Pomp Lift right in front of you, so get on it immediately. If you stand still on the platform, you will be hit by a Fire Knuckle, so never stop there.



5. Guide the Linked Search Killer under the 10 Flower Coin

Bounce close to the 10 Flower Coin
Move the Pomp Lift and the Linked Search Killer and wait for it to fire. Once it has fired move the Pomp Lift and jump down while collecting the 10 Flower Coin.

When the Linked Search Killer positioned under the 10 Flower Coin fires, stomp the Linked Search Killer, then stomp the large Search Killer to return to the Pomp Lift. Perform a hip drop on the Pomp Lift.

Jump and land on the Pump Lift.

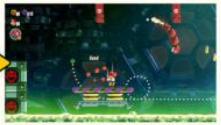
Seizure/Extraction Cert

coins
Eight coins appear

6 When you break the contact search killer, rush the Pump Lift all at once

Because the rail makes a circle midway,
The movement of the pump lift also traces a circle in place
Move as if to eat. Use the Link Search Kille
Because it is difficult to hit, use the Link Sea
After defeating it, do a hip drop to pop (it)
Move the drift all at once to quickly
relocate.

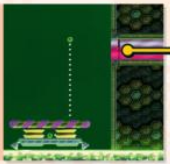
⬆Before the spot where the rail forms a circle, defeat the linked Seekers.



Before the next linked Seeker approaches, immediately move forward with a hip drop.

7 Wait in front of the Seeker cannon.

Five Seeker cannons are lined up overhead, firing Seekers downward. Stop in front of the Seeker cannons and stop the pump lift and wait for the Seekers to be fired. When a fired Seeker moves down beneath the pump lift, hip-drop through the Seeker cannon area.

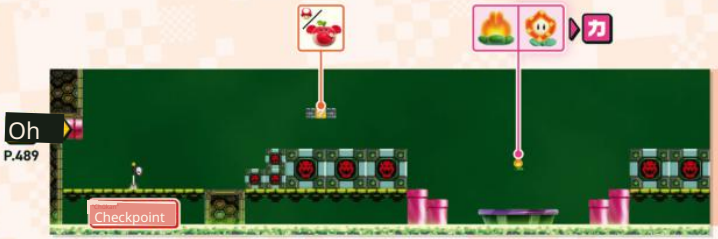


8 Use the left pump lift

Use it to jump

10 The flower coin cannot be reached by jumping straight up from below, so use the pump lift on the left to get it. When you ride it, the pump lift moves upward; once it rises, dash and jump to the right.

⬆Fire Knuckles will fall from above the pump lift, so once you move the pump lift, immediately jump to the right.



9 Dash through when the Fire Knuckle lowers.

During Wonder, Fire Knuckle matches the music
It will pop out from below. Stop on top of the iron
box and wait for the Fire Knuckle to pop out.
When the Fire Knuckle lowers, dash through.
Go on, let's get onto the upper platform. However,
be careful not to rush in too much, as there are 3
Metal Takebo lined up on the upper platform.

kabo ba
ke arjou
nu o zen nō
ke taosu ashi
shi 3
mate taitsuten ni
somaè no nobori
wo
ken yūte
obi yūma
wo ke

10 Dash-jump into the pit before the Fire Knuckle lowers

The safe platforms out of the Fire Knuckle's reach are far away,
so if you wait until the Fire Knuckle has fully lowered before
moving, you won't make it in time. When the Fire Knuckle
springs out, descend using dash-jumps to gain distance.
Once you land, immediately
dash forward and jump onto the platform above the Metal Takebo
to land on. Once you reach the higher platform you're safe.

Let's finish it off.
ke←
Me
ha Ta
left fall Ru
side se Ta
Ke
And the movement is
ba ki fu
shi detamu
Tesuda

11 Use a hip drop to send the pump lift to the end of the rail

You ride the pump lift and proceed forward, but if you move it by jumping, a Fire Knuckle will pop out midway and deal damage. Therefore, when a Fire Knuckle pops out, jump from the platform and land on the pump lift with a hip drop. With a hip drop, you can move quickly all at once before the Fire Knuckle springs out.

You can land with timing. If the lanuckle lowers and you tap to drop, it's okay to get stuck at the top of the screen to get stuck.

12 Beware of Metal Takébo that jump out from below

At first, the platform appears free of enemies, but suddenly four Metal Takébo emerge from a pipe located beneath and appear. If you try to advance on the lower platform, avoiding them, so be sure to move from the pump lift to the upper platform beforehand. The jumping Metal Takébo cannot reach the upper platform, so if you relocate to the upper platform, you can proceed safely.

With vision me shi da ta te n ru advance sta

coins
Final area
4 pieces appear
2 coins, Flower
One coin appears
Again / Retry
Weekly regeneration
Page 49
Two coins and one Flower
Coin appear
coins
4 pieces appear
Cold departure
One 1-UP mushroom appears
(throughout)
After returning to the normal route)
14
chūō (center)
14 Center of the course
Hold position and go upward
When you arrive at that location from below
will rapidly rise up, so
Let's climb the platforms. When climbing, be careful
places, climb
Repeat vertical jumps in the center of the race
Just by doing so, the fire nuts located on the left and right
Safely evade the kur(u).
Poison swamp

Episode 13: Jump forward at the same time the Search Killer appears

Near the front

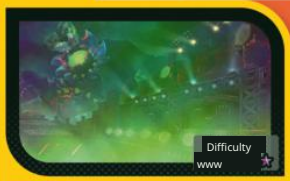
Stand on the low platform located just before the 10 Flower Coin.
A linked Search Killer is coming from the Search Killer turret in front of you
Wait to be launched. Jump immediately when it is launched.
Press (or perform) "Pu", step on the linked search killer and jump.
Collect the flower coins and land on the platform above
Let's do it.

Link Search Key Launch
When the lar is fired immediately jump. Jump before it comes toward the

15 Step on the linked Search Killer and jump

To grab the top of the goal ball, you need to jump from the pump lift, step on the connected Search Killer, and then jump again. Pump lift
If you move it to the end of the rail, the fired connected Search Killer will make a U-turn and fly toward of the pump lift, so step on the connected Search Killer.

Repeat jumping on the pump lift repeatedly, and make sure not to return from the end of the rail.



Appearance: Clear "Knuckle Festival ~King
Condition: Clear "Beats You Up!~"

The Final Battle!

Wagahai On Stage

Friend Race

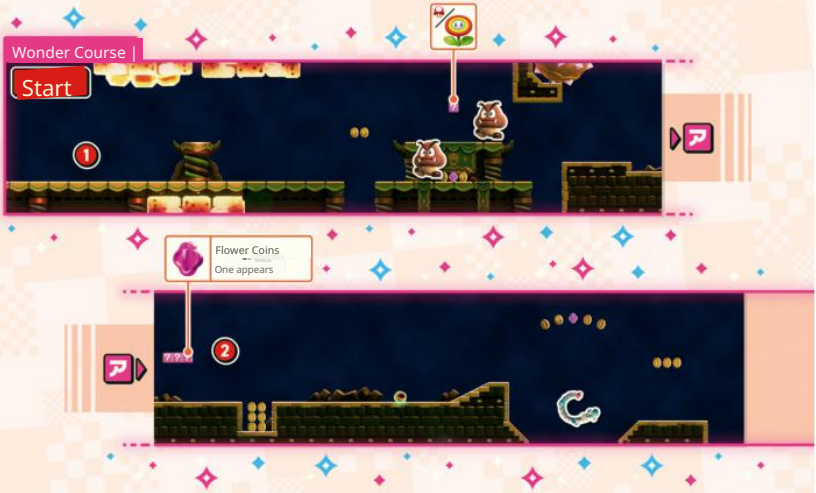
Hidden Goal

Notable Mechanisms

Enemies to Watch Out

Proceed through a forced-scroll course
One after another
And mysterious things happen one after another.
At the end, there is a boss battle with Bowser in the castle.

Wonder Course



Rescue Version

1. Dash when the Fire Knuckles appear twice

Right in front of the start point is a place where giant Fire Knuckles burst out from above and below. Forced to crawl, proceed when there is no safe place. Because if you fall, you cannot avoid the Fire Knuckles. Start Recovery Origin. Wait at the location for the Fire Knuckle to appear twice, (polite verb ending) appear. After it appears, you can safely pass through by dashing forward.

Run through and dodge the rolling device & transformer

From here the course slopes diagonally, and a giant rolling boulder comes from the left, so enter a small vertical hole to dodge it. After avoiding the rolling boulder and waiting a bit, the course...

The slope of the course reverses, and fossils roll in from the right
They come, but if you don't exit the vertical pit you can avoid them as is.

As soon as you see the vertical pit, immediately enter and roll.
Wait for the rolling boulder to pass.

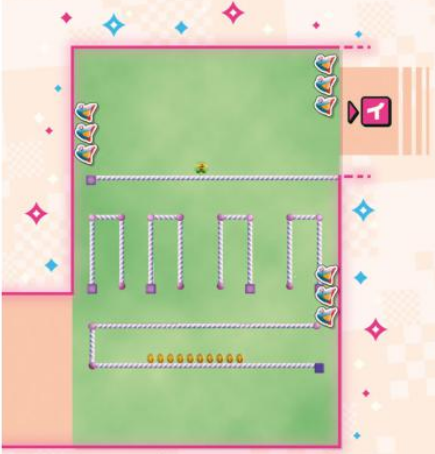
Wait for the fossil rolling in from the right to pass.
Then, exit the vertical pit.

Stop at the Talkative Flower's location and avoid it when it comes back.

33 On the far left edge of the screen, the statue

Wait for it to be broken for you

At the top of the pole there is an indestructible Bowser sta
that blocks your way, so you cannot proceed as is
Since you cannot, wait for a while at the left edge of the screen. Then, a group of Wonder Toads
The group will break the statue, and once the statue is broke
you can proceed over the group of Wonder Toads.



P.495

4 To the gun returning from above

Warning 注意

Up and down

Beyond the area where pipes are aligned vertically, a long pipe blocks the passage and prevents further progress. After a short while, the scrolling will stop, so wait in place. Then the long pipe will shorten, allowing you to proceed. However, on top of the young pipe there is a Ga

Bon is riding on it, and when the pipe becomes shorter, it becomes a

They roll and attack. Of the stair-stepped pipes

Because it's hard to dodge, wait in front of the

pipe and slip past it. After dodging it with a jump,

jump over Gabon and proceed forward.

5. Turn left and proceed while stopping King Boo.

on the screen

When you advance to the place where Topy and the others are gathered, King Boo appears at the left edge of the screen

. The player turns to the right

It will slowly approach while you remain there, so leave it as is.

If you do that, the space where you can move will

become restricted. It will become harder to dodge enemies and ride on moving platforms.

There is a gap in the ground, so jump over it and land on

Topy, and stop moving so King Boo doesn't come closer.

Because it's a forced scroll, face left and wait until a

safe area appears ahead on the course; when the next safe area appears, move quickly and face left.

on the screen

Advance to the right side of the screen, and when King Boo appears, face left.

Next, when you see a slightly protruding platform, the right-edge shan that descended

Move quickly and face left.

Move to Delia with a dash jump.

6 Keep the left edge

Left
Obstacle
Avoid obstacles and proceed

From here you enter a zero-gravity state and float gently

You will proceed while dodging pipes and lava balls

... The movements of the pipe and the lava balls are slow, so and immediately

Keep to the left edge and check the movement.

Move so as not to get close.

7 Ride on the center of the soil

Pipe
chūō (center)
Chūkan (Midpoint)
Proceed to the checkpoint

Zero gravity

Proceed to the area where two long pipes stand side by side, a

Since the state will end, land on the pipe. Land

... the moment the measuring-worm pipe starts to move, so it b

Position yourself on the center of the pipe in front.

Enemies won't appear while it moves, so just staying on it is fine.

8 Chatty Flower's Jump to the rhythm

Past the checkpoint, there is a red platform that rises in time with the rhythm

It is a red floor that rises; stand on this red floor and

if you jump just as it rises, you can perform a large jump

You can execute a big jump. This will be important in the upcoming castle Bowser

fight, so practice it now.

Hiro

VS 城 Bowser

Jump to the rhythm

In the Castle Bowser battle, the floor is made up of rhythm platforms where red and blue tiles pop out slightly in sequence to the beat. By jumping at the same moment the rhythm platforms pop out, you can perform a larger jump. You can use this jump to deal with the obstructive Bow

Weak point

Break Bowser's hand or ram into its weak point

Use those attacks to keep attacking.

Timing is important for performing a big jump. Also listen carefully to the music that plays during battle to judge the timing of your jumps.

Bowser Battle Tips 2000

- The rhythm floor is divided into two colors, red and blue; timing correctly will produce a special jump.
- If you hit it during a big jump, you can destroy Bowser's hand.
- The areas on Bowser's head marked with a "!" are weak points

level

Stage 1: The rhythm floor is entirely red, making it easy to attack.

In the first stage, the rhythm floor is entirely red, so you c big jumps no matter where you jump.

Note projectiles fired from Bowser's hands on the left and right

Move to a position where you can more easily land

attacks while dodging, and strike the weak point in time with

POINT 1 Attack the weak point after charging

From Castle Bowser's Bowser Hands, at certain intervals note projectiles fly toward the player in time with the beat. They get in the way when moving or attacking, so target the weak point

Before aiming, jump and ram into it to break it.

POINT 2 Dodge the large musical notes by moving to left edge on the screen

If you deal damage to Castle Bowser twice, the on-screen Back/Inner Area

From the back, it fires large musical-note projectiles in succession. They will fly toward you, so wait on the left side of the screen and avoid them by jumping and ducking.

Again /-Retry

Finally, flies a giant note that comes

The projectile is a big no dodge with a jump

Do so.

Phase 2: The rhythm splits into two beats, making it harder to jump.

After the giant note projectile attack, the rhythm floor splits into two sections, and Bowser Hands increase to three.

The red and blue pop out in sequence, so fight while carefully checking which color will pop out next.

POINT 1 Bowser Hand on the bridge

Since Bowser Hands increase in number, the number of sound bullets also rises.

Because the attack is very hard to dodge, from the

Let's break them in order.

First, break from the left

That's right. You will no longer be attacked from both sides, so you'll be less likely to take damage.

POINT 2 Continuous attack

12 Move in the order: right edge, then left edge, to dodge the cer

, the large music-note projectile attacks left-right-left-right in a flowing pattern

Since you'll be attacked, move in the order: right edge → left edg

Fly from the right

The round note bullets seem like

Jump Crouch

→ With a big jump

Avoid it.

Stage 3: 6 minutes earlier, Bowser's Hand increases to four.

In Stage 3, there are three red rhythm floors and three blue rhythm floors, increasing to a six-part configuration. Rather than using all the floors,

try to use only one side or the other to reduce missed jumps.

POINT 1 The mirror ball can be fixed with a big jump.

If you deal damage to Bowser in Stage 3 once, mirror ball projectiles are added to his attacks. They bounce and are hard to avoid, but you can break them with a heavy jumping body

The rhythm platforms move up and down and are hard to traverse, so trying to duck under them to avoid them

POINT 2 Climb the big 足場 and attack Bowser's Head

After dealing damage to Castle Bowser twice, the bud on his head breaks, and Bowser's Head appears. Furthermore, to Castle Bowser

Four rhythm lifts appear in the sky to help you reach it. Time

Weak point

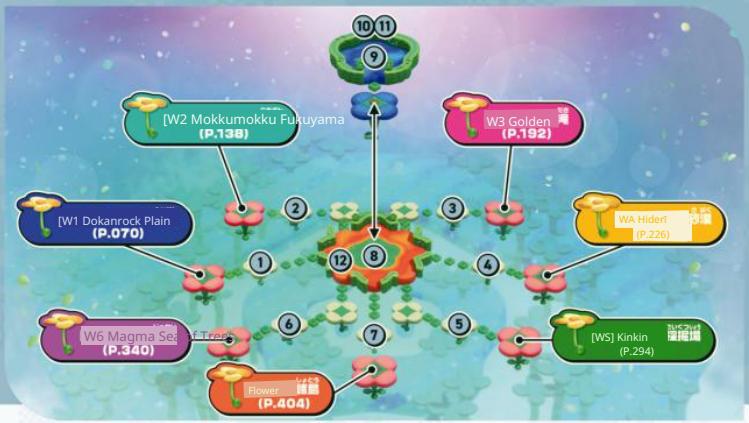
approach the Castle Bowser located at a higher position. The very t

Once you land on the platform, attack Bowser's Head, his weak poi

If a Bowser Hand is present, it will obstruct your climb, so try to destroy it firs

When you get on the topmost platform, Castle Bowser will breathe smoke to attack. Dodg

Special World

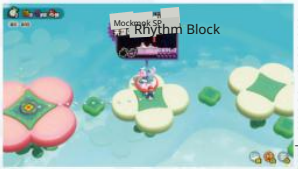


Kōnan I Something

A challenging world featuring a collection of high-difficulty courses

A world that can be reached from each world by using a Propeller Flower. Although the number of courses available to challenge is small—only 10 courses—the course difficulty is high. If you choose to take on the challenges, increase your remaining lives/items at the General Store or similar locations before attempting them.

1. Dokan Rock Plain SP: Koronporin's Spiky Crossing P.502
2. Mokkumokku Highland SP: Sky Rhythm Block P.505
3. Ogon Falls SP - Dodge the rolling rock rain P.508
4. Hideri Desert SP: Lured by the Snake Ball P.511
5. Kinkin Quarry SP - Abyssal Chikuwa Ride P.515
6. Magma Forest SP - Sun Speed King P.521
⑦ Flower Isles SP: Fly! Goomba Training Ground P.527
⑧ Championship: Marching Together P.530
9. Super Championship: Wonder Forever · P.535
⑩ Ultra Championship: Badge-on-Parade P.542
11 WONDER? P.501
1 Panel Shop P.501



Then it connects to the center. Only the course can be attempted. (The condition is the appearance on p.542

Route open information from the world

Process for moving to the Special World

Peraflower is determined for each world
It does not appear unless special conditions are cleared.

However, the conditions for opening it are not that difficult.
Refer to the table below and meet the conditions to visit the Special World.

Route Open Conditions

W1	Clear the "Dokan Rock Heijin Badge Challenge: Jet Run Lv.1"
W2	Clear the "Master Badge Challenge Panel Lv.1"
W3	After obtaining the Grand Seed from the "Grand Seed" location, visit the "Grand Seed" again.
W4	Clear the "Expert Badge Challenge: Transparent Lv.1"
W5	After obtaining the Grand Seed in the "Mine of Popplins Waiting for Help", revisit the "Mine of Popp to visit the Popplins' Mine and rescue the Popplins
W6	Clear the "Expert Badge Challenge: Panel Lv.2"
W7	Clear the "Cave Dash: Hanachan Race"

Panel Shop Information

In the central area of the Special World,
There is a panel shop where you are guaranteed to obtain each character's panels. Each character's panel lottery

although the prices are slightly higher than the regular panel lotte
only dispenses panels you have not yet obtained, so it helps with completing the panel collection.

Second-hand goods Items for Sale

Panel Lottery 10	Daisy Panel Lottery 30	Yoshi Panel Lottery 30	Totten Panel Lottery 30
Mario Panel Lottery 30	Yellow Toad Panel Lottery 30	Red Yoshi Panel Lottery 30	
Luigi Panel Lottery 30	Blue Toad Panel Lottery 30	Yellow Yoshi Panel Lottery 30	
Peach Panel Lottery 30	Kinopiko (Toadette) Panel Lottery 30	Light Blue Yoshi Panel Lottery 30	

WONDER? Information

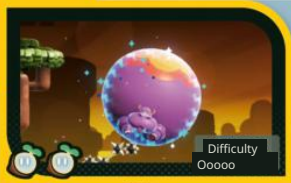
The "Ultra Championship Badge: On Parade" 10 flower coins are all collected, and on all courses grab the top of the goal pole and a special house will appear.

Badges obtainab

Humming effect sound

Humming Sound Ef

When you visit the house, the "Hana-L
You will receive a badge.



Five Masters
Appears after clearing W1's "Expert Badge Challenge"
Requirement: Jet Run Lv.1"

"Heigen

Dokanrock Plains SP

Koronporin's Spiky Crossing

Friend Race

Hidden Goal

Notable Mechanisms

Spiky Block

Chikuwa Block

Enemies to Watch Out For

Koron Porin

Wonder Springboard

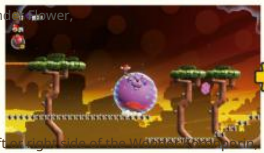
Scaffolding

The course has almost no footholds, you progress by performing consecutive jumps on the Wonder Koronporin.

1 Ride on the left side of the returning Wonder Koronporin

Left side

When you touch the Wonder Flower, from the right a Wonder Koronporin rolls
Schima
It comes. Wait once, then when it returns after hitting the left wall, jump. If you step on the left side of the Wonder Koronporin,



the Wonder Koronporin will keep moving as you continue to step on it. Be careful, because it will move to the left.

If you make a big jump you will land on the upper platform and won't be able to get the 10 F

upper foot platform

② On top of the Chikuwa Block

Q Keep jumping

There are 10 Flower Coins on top of the Chikuwa Block, so get off the Wonder Koronporin to collect them. Keep jumping and wait until the Wonder Koronporin rolls to the right.

★ If you stop jumping, the Chikuwa Block will fall, so keep jumping while

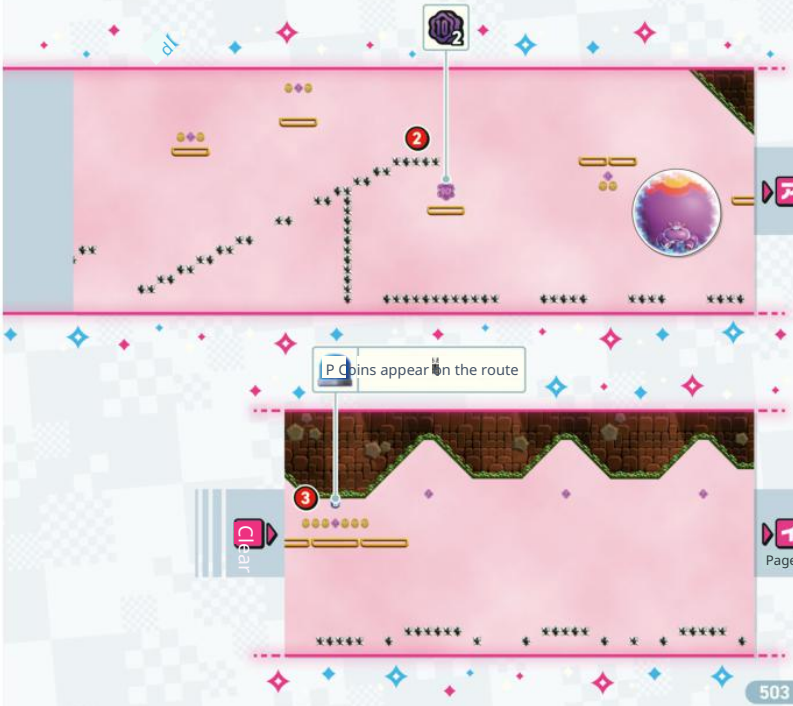
3 Blue Coins Are Impossible to Get

Don't try to collect them all

Press the P Switch on the ceiling, and many blue coins will appe

Many blue coins will appear along the route when you press the P Switch on the ceiling. However, you will be moving while continuously stepping on the Wonder Corop

➡ When you step on the Wonder Coropolin, you perform a big Adjust the landing position in detail. Adjust the position.



Page 504

4 Do not make a large jump

Proceed forward

There are 10 Flower Coins under the platform.
Proceed by making large jumps until you get close to the platform, and then stomp the Wonder Koron
Stomp the left side of the Koronporin to enter under the platform.

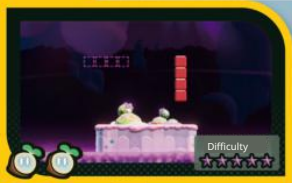
If you don't hold the dash button you will be left behind by the Wonder Koron Porin.

5 With consecutive dash jumps

Straight to the goal ball in one go

Stomp the three Koronporin in front of you consecutively from th
then stomp and perform a big jump. A normal jump
should be stopped once you see the platform, and then stomp the Wonder Koron
cannot provide enough height, so stomp with a da
to launch yourself upward.

While jumping, the air
Land with a mid-spin
Adjust your
timing, then
stomp repeatedly to reach the t



Kōsan

Mokkumokku High SP

Sky Rhythm Block

Friend Race

Hidden Goal

Appears after clearing W2's "Master Badge Challenge Ba
Conditinch Lv.1"

Notable Mechanisms

Rhythm Block

Enemies to Watch Out For

From courses that use rhythm blocks to move u
they become active
and rise up.

① Collect 10 Flower Coins

Return with a wall kick

Make a U-turn and jump from the right edge of the rhythm blocks toward the vertically aligned rhythm blocks. After collecting the 10 Flower Coins, immedia

If you take too long, the rhythm blocks will disappear, so move on immediately after

※ This is not the official name.

2 As soon as you jump
Push the L stick to the left

Jump toward the 10 Flower Coin. As soon as you get the 10 Flower Coin, quickly tilt the L stick to the left and make a swift U-turn.

The rhythm block disappears quickly, so brake while jumping and make a quick U-turn.

A coin appears, Flower coin appears

coins
2 pieces appear

Seven coins, Flower
One coin appears

coins
2 pieces appear

coins
2 pieces appear

1 coin, 1 flower
One coin appears

F-505

3 Stop using the brake
Collect 10 Flower Coins

The 10 Flower Coins are located slightly off the route that goes forward. Dash toward them and perform a sudden brake just before reaching them to execute a smooth U-turn. After turning, use a wall kick to go upward.

14 coins, flower
2 Flower Coins appear

times

Down

coins
Early collection
1 appears

coins
2 pieces appear

Flower Coin
Encounter location
1 appears

Perform consecutive wall kicks at maximum speed to climb quickly

A rhythm block that is only one block high will automatically move you toward the next rhythm block if you wall kick. The wall and rhythm block ahead

—the area between the blocks

—requires wall kicks at maximum speed

↑ When climbing a one-block rhythm block, tilt the left stick

or you will not be able to finish climbing in the allotted time.

Defeat all the enemies quickly and perform the next wall kick.

Oogon SP

Avoid the rolling-rock rain

Friend Race

Hidden Goal

Notable Mechanisms

Enemies to Watch Out For

Rolling Boulder

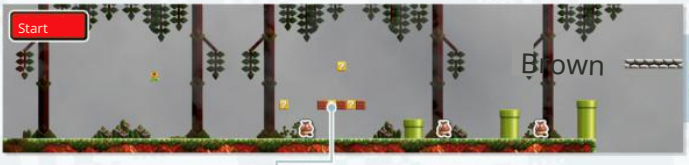
Goomba

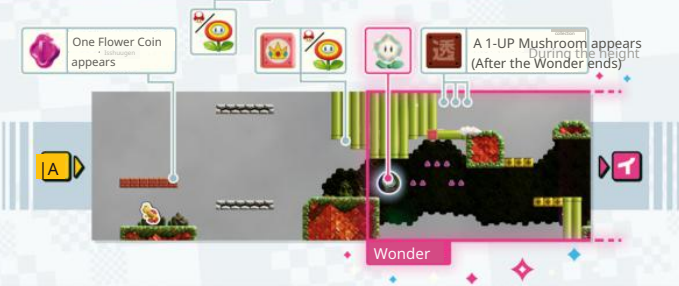
Koopa Troopa

Condition: After obtaining the Grand Seed in the "Grand Seed Manor" that appears in W
Revisit the "Grand Seed Manor" again

Lakitu throws rolling rocks

comes. Furthermore, while Wondering, (being) looked down
Viewpoint changes to a low-angle perspective.





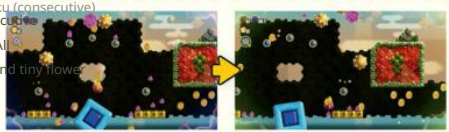
1. Watch out for rolling rocks that bounce on square trampolines

To proceed, you need to use a rolling rock to break the obstructing gold-colored block.
You must hit the block with a rolling rock to break it. Rolling rocks are
thrown toward the player by Lakitu from the background, so
Wait under the square trampoline. The bouncing rolling rock...
When the rolling rock breaks the gold block, move forward.

Small circle
Even if it hits a small round obstac
the rolling rock will bounce back,
so be careful when under the square
trampoline.
Also, stay alert.

2. Wait on the lower platform for the ten falling Flower Coins.

Touching a Happy Flower causes consecutive Happy Flowers to appear twice in a row. All When touched, a large number of coins and tiny flowers coins will fall, but among them There are also 10 Flower Coins mixed in. Wait at the bottom of the screen and collect the 10 Flower Coins that fall down.



Touch the third Happy Flower—when the Coins & Mini Flower Coins are released, immediately move to the lower row.

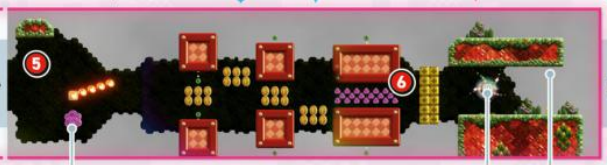
Dash to grab it before the three rolling rocks fall down.

The 10 Flower Coins are positioned above, so the falling rolling rocks get in the way. Therefore, the rolling After dodging a rolling rock, act before the next rolling rock falls. Dash to grab it. Once obtained, immediately run to a spot with a ceiling to take cover.

4. Use the ceiling to deal with the rolling rocks

Proceed slowly while avoiding them

Dodge the fire bars while the rolling boulder is stopped under the ceiling. The straight fire bars rotate slowly, but the three-bar fire segments have a faster rotati Because they are slightly faster, only dash when avoiding the three-bar fire segments.



P.509

Flower coins are
1 piece appears
Weekly regeneration

5 In the movement of the fire bars
Dash Together

High speed
There are 10 flower coins inside a rapidly rotating fire bar. First, move to the right side of the fire bar and wait; after the fire bar passes, dash to chase it and collect the coins.

If you stay in the same place you will be hit by the rolling boulders so keep moving and time your movements carefully.

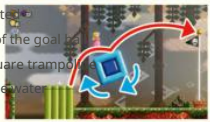
⑥ Rolling Geo coming toward you
Gold-colored
Collect the colored blocks

Move up and down
Golden blocks are blocking the passage beyond the platform tha
. If you advance to the right edge of the platform, rolling boulders fall near the golden blocks, so the golden blocks
Break the rock and proceed forward.

long between the platforms may get pinched so
when the platform moves tow and starts moving toward the then move back.

7
square horizontal
Jump onto the square trampoline just before its top becomes horizontal.

If you land when the top of the square trampoline is tilt
you will be bounced sideways and [won't] reach the top of the goal
You won't be able to grab the very top. The top of the square trampol
If you jump from the pipe just before it becomes level, the
so you can land when it is level.



On the square trampoline
while jumping toward the goal pole
toward the goal pole. During the jun
use an aerial spin to extend your tra
Extend your distance.

Hidery Desert SP

Led to the Snake Pole

Friend Race —

Hidden Goal —

Notable Mechanisms

Snake Ball

Enemies to Watch Out For

Boosuke

Majirō

Appear W4's "Master Badge Challenge"

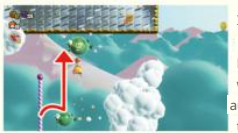
Clear "Invisible Lv.1"

The course automatically scrolls so you won't be left behind

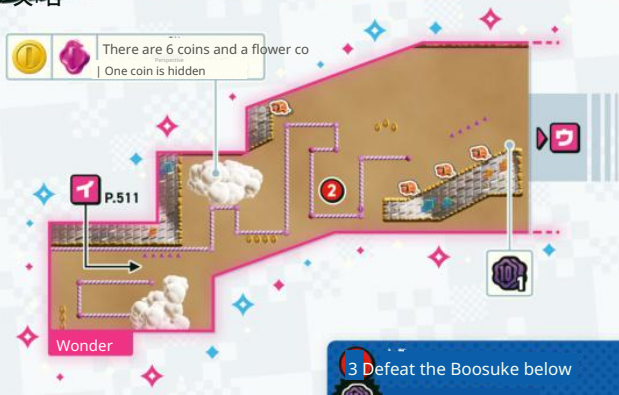
Climb the pole continuously.

1. Step on the lower Boosuke Ram into the upper Boosuke

If you grab the vertically extending pole, enemies aligned vertically will appear and fly towards you. Jump off the pole and step on the lower Boosuke and jump to hit the upper Boosuke to knock it down.

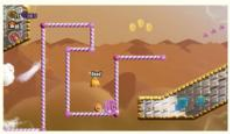


If you defeat the ★ Boosuke it will automatically touch a Wonder Flower and



② Rolling toward you
Wait for Majiro

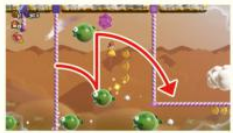
From the slanted platform, three Majiros roll down in succession. After the third Majiro, a string of 10 Flower Coins will chase behind, so wait for the Majiro on the pole, then jump over it to collect them.



If you stomp and stop a rolling Boosuke, the 10 Flower Coin will also stop in place.

3 Defeat the Boosuke below
stomp and jump

A large number of Boosuke are flying around the 10 Flower Coin in large quantities. They fly toward you. Grab the pole just before the 10 Flower Coin and wait for the Boosuke to fly by. When a Boosuke comes under the 10 Flower Coin, jump up from the pole. If you stomp the Boosuke and jump straight up high, you can get it.

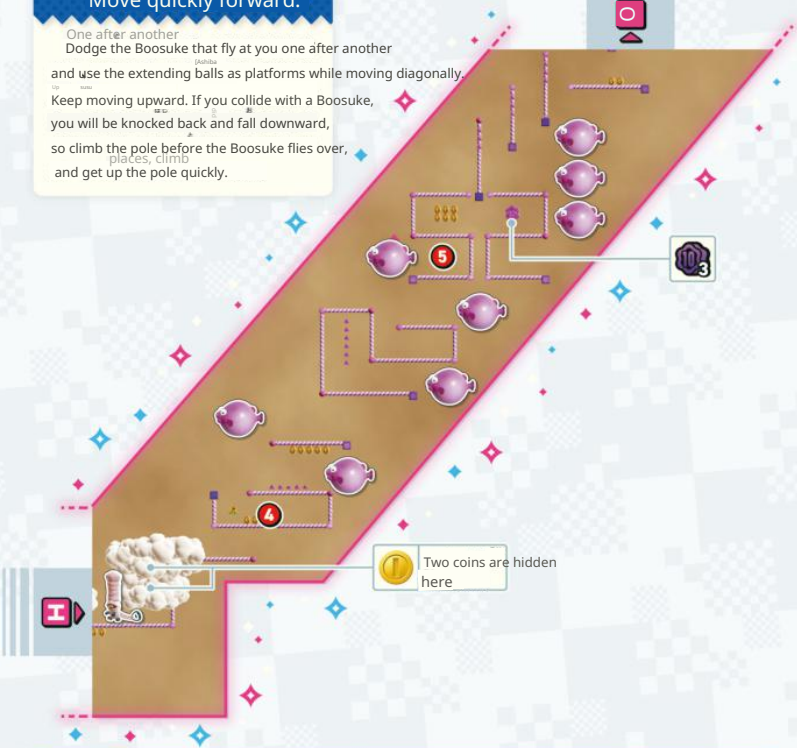


After taking the 10 Flower Coin with a big jump, land on the pole to the right a Land on that pole.

4 When the ball extends
Swift
Move quickly forward.

One after another
Dodge the Boosuke that fly at you one after another
[Ashiba
and use the extending balls as platforms while moving diagonally.
Up suzu
Keep moving upward. If you collide with a Boosuke,
you will be knocked back and fall downward,
so climb the pole before the Boosuke flies over,
places, climb
and get up the pole quickly.

P.514



5 Hang from the ball between the rocks to avoid the Boosuke

Location
Ten Flower Coins are located in the area surrounded by balls.
Appear places, climb Thief
If you climb up to grab it immediately after it appears, you may be launched forward at high speed
Help
You get knocked off and fail after being bounced by the incoming boosuke.
Instead of climbing up immediately, wait under the pole on the right,
Safe
Let's get it after Boosuke passes by and it's safe.
u.

Scroll's speed!
The speed isn't that fast, so you have plenty of time even if you wait for it to pass.

6 Wonder Boosuke's

Stomp around the area above the eye and jump

If you wait on top of the pole, the scrolling will stop, A gigantic Wonder Boosuke flies in from the right so stomp it to make a big jump.

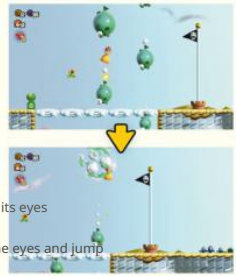
⬅It's so large that even a dash jump won't reach over its body, so aim for around its eyes and jump toward that area. Stomp around the area above the eyes and jump then head for the pole in the air.

7 Stomp on Boosuke

Gain height

To grab the top of the goal ball, you must— renzoku (consecutiv before reaching the goal, repeatedly stomp the Boosukes that fly d to jump up. Even if you defeat a Boosuke, more will keep coming, s One after another continue stomping and jumping.

If you miss one, wait for the next one to fly over.



⬅Step on the booth on the left Jump, and then defeat the booske above Then head to the booske on the right while

★ As with the left side, when you jump, while defeating the boo reach the top of the goal ball.

Kinki Mining Site SP

Shinnen

Abyssal Chikuwa Ride

Friend Race

Hidden Goal —

After obtaining the Grand Seed that appears from WS, visit "Conditions for waiting for help: Popplins' Mining Site again and help the Popplins.

Notable Mechanisms

Enemies to Watch Out for

Move forward while riding the chikuwa block and proceed. During Wonder mode, be careful of enemies that continuously fall one after another watch out for the enemies that come down.

P.516

1 When you see an Erinn immediately perform a dash jump

Ride the first chikuwa block and go down
Ahead, on top of the large Erinn there are 10
Flower Coins so stomp on the Erinn and jump to collect them.

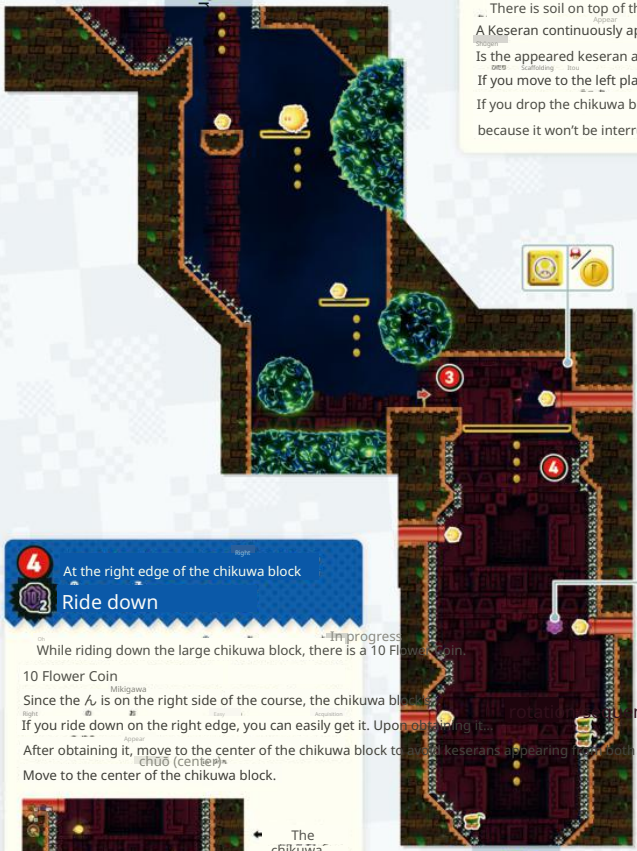
migi-gawa (right side) timing Appears on the ② side

Switch to riding the chikuwa block

Chikuwa Pro near the first 10 Flower Coins
Ride down the chikuwa block, and immediately to the right there is another chikuwa block.
There is a spike block below, so move to the chikuwa block on

※This is not the official name.

P.515



1 Release 3 Keseran to the left to the rocky area

There is soil on top of the large chikuwa block
A Keseran continuously appears from the pipe.
Is the appeared keseran a chikuwa block?
If you move to the left platform at that timing, then...
If you drop the chikuwa block, it's safe
because it won't be interrupted by the keseran while it'

4 2 At the right edge of the chikuwa block Ride down

While riding down the large chikuwa block, there is a 10 Flower Coin.

10 Flower Coin

Since the is on the right side of the course, the chikuwa block

If you ride down on the right edge, you can easily get it. Upon obtaining it...

After obtaining it, move to the center of the chikuwa block to avoid keserans appearing from both sides.

Move to the center of the chikuwa block.

The chikuwa block's falling speed is quite slow. Mikikawa, so place it on the right side
The battle is simple.

5 When a Takebō falls

Move to the left to dodge

When you touch a Wonder Flower, the chikuwa block disappears and the player begins to fall rapidly. As soon as you start falling, Takebōs will begin to fall from above, so move slightly to the left while collecting coins. The falling Takebōs tend to drop toward the lower right, making them easier to dodge.

When a Takebō enters poison and disappears.

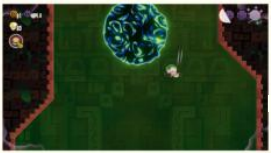
6 Passing the very edge of the swamp and head toward the center of the screen

When the course width increases, you immediately get 10 flo
Coins become visible, but they are located between vertically a
so they are hard to get. If you touch the poisonous swamp,
it will count as a mistake, so proceed slowly and carefully
and move closer to the small sea. The smaller ones
After dodging, move to the center of the screen immediately to
Collect Flower Coins.

Get close enough to grab it. If that happens, move sideways immediately. The coins around the swamp

7. Let yourself fall to around the center of the screen

If you descend this far, many Takebo will start falling from above
making it hard to dodge them if you stay near the top of the screen
Very dangerous. While falling, move freely not only left and right but als
You can move, so get to the center of the screen before the Takebo falls
Descend to the vicinity. Once you move near the center,
Just move after confirming that the Takebo is about to fall
But you can easily dodge it.



10 Flowers
Collect the coin.
Passing a large poisonous swa
As soon as it passes, immediat
move away
u.

8 Move in order from left → right
avoid the poisonous swamp

At the timing when Takebo begins to descend, the poisonous swamps c
spread sideways, making the space where you can move extremely narro
and it becomes like that. First, the poisonous swamp on the right expands
to avoid the poisonous swamp. As soon as the swamp returns to its origin
move to the right
the poisonous swamp on the left expands, so hurry and move to the right
Get past the poison swamp. Meanwhile, Takebo will keep falling down.
Also, don't forget to keep to the center of the screen.

★ Chibi Flower
A coin is visible
The poison swamp on the righ
A signal that it is spreading. S
Move left to the left
Let's begin.

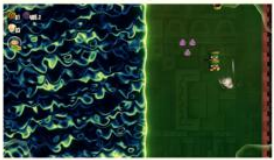
★Tiny Flower
Collect coins
and move to
the right to be able to avoid th
the poisonous swamp that spr
can also be avoided.

9 They fall down forcefully

Dodge the Takebo

Catch and run

At a faster falling speed than the Takebo that had been falling so far fast—two Takebo will fall. A tiny Flower Coin lands near it, so trying to go for it risks getting hit. It's okay to ignore the tiny Flower Coin.



Poison swamp

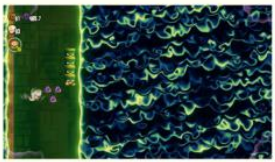
A poison swamp approaches from th so, within the screen edge If you lean to the right from near the center, it becomes easier to dodge.

10 Four stacked Takebōs

fall from overhead.

migi-gawa (right side)

When the poison swamp on the right begins to spread and you move four Takebōs linked together will fall. Furthermore, the Takebō —falling at the same time, now the left poison swamp starts to spread t It begins to spread. Because the available movement space narrows, th Poison swamp Watch out for the three movements: Boo and the poisonous swamps on



Poison swamp

The poisonous swamp is so it will come, Ta Mikigawa to the right side of Kebō If you move there, the left Poison swamp poisonous swamp that spreads from th

11 Keep to the center of the screen and fall

chūō (center)

Poison swamp

When you dodge the four connected Takebōs, the poisonous swamps around the center area will expand to near the center of the screen, so fall for a while in that sta ...becomes. The space available for movement is narrow, but enemies fa There is no need to do so, so you must move left and right from near th You can proceed safely without hitting the swamp.

12 Move in the order: left → left

Poison Swamp

Avoid the poison swamp orbs

Poison swamp

The poisonous swamps on the left and right retract slightly, creatin

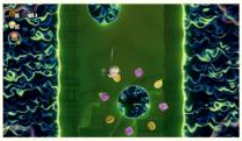
Poison swamp

When it opens up, there is immediately the final obstacle. Three toxic

Appear, so slip through the gap. Right → Left → Right of

They appear in sequence, so from the poison swamp: left, right, then

It is easy to dodge by moving.



Poison swamp

If you move too far away from the poison swamp, The swamp cannot be avoided so try to pass as close

13 Basaran is on the chikuwa block

Left side Movement

Wait for it to move to the left

To grab the top of the goal ball, you need to dash-jump from the chikuwa block where a Pasaran is. Stand on the left edge of the chikuwa block and repeatedly jump to wait for the Pasaran to approach; when the Pasaran gets close, leap onto it and dash.

While on the chikuwa block, be sure to keep jumping as you wait so you do

Appearance: W6's "Master Badge Challenge"
Condition: Clear "Spring Lv.2"

"Jukai

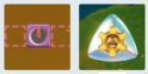
Magman: Sea of Trees SP

Taiyō

Sun Speed King

Friend Race | Hidden Goal —

Notable Mechanisms

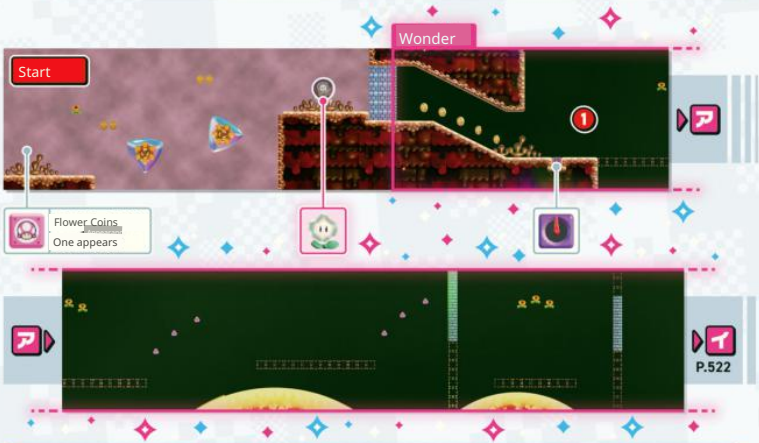


Lanliang

Enemies to Watch Out For

若

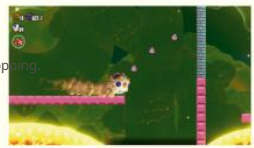
Transform into a Spike Ball and timer
Press the switch to create a passage, bu
Dash through before the lock disappears.



Appearance timing

1. Jump from the edge of the appeared dotted block

There is a timer switch on the ground, so dash
Activate the timer switch by stomping while moving. Blo
A block will appear, so keep rushing forward without stopping.
There is a considerable gap between blocks,
so unless you jump from the very edge,
you won't reach the next block's foothold.

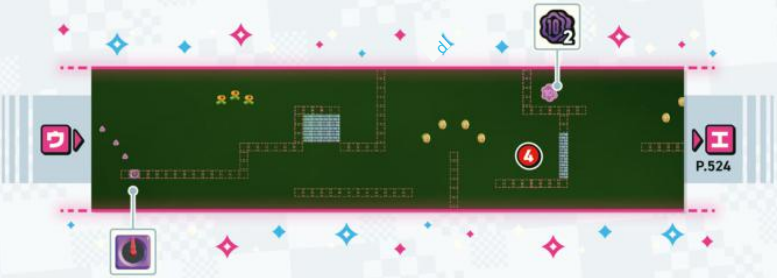


The hard blocks placed to block the route can be broken if you ram into them, so charge th

2 Land on the top of the triangular trampoline

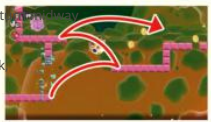
The 10 Flower Coin is located directly above the triangular trampoline so land on the top of the triangular trampoline
You need to jump straight up from there. After jumping off the block brake in midair to adjust your position.
Then land on the top.

After collecting 10 Flower Coins, keep going and move to the right to land on the next block, otherwise you won't



4. When you jump after hitting a hard block, immediately make a U-turn.

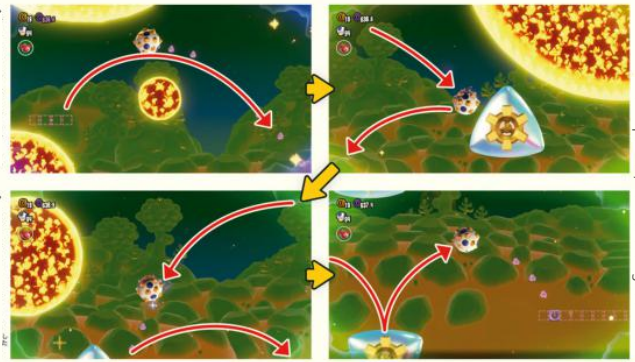
The 10 Flower Coins are located such that you must U-turn along the route to collect them. Break the hard block and when you jump, just before landing on the next block, apply the brake. If you brake, then upon landing, you can immediately jump to the upper-left block.



There is still some distance to the next timer switch, so as soon as you collect the 10 Flower Coins, immediately tur

3 Use the small Flower Coins as markers and fall down

This area involves falling while finding triangular trampolines and making big jumps to proceed downward. A row of small Flower Coins is placed near the triangular trampolines, so if you use the small Flower Coins as markers while falling, it becomes easier to find the triangular trampolines.



Move to the Hayaki. Jump off the block, step on a certain triangular trampoline. Below the small Flower Coins, step on it and jump left. From the last triangular trampoline on the left side of the triangular trampolines, head to the right timer switch.

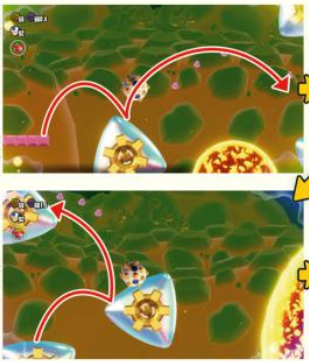
renzoku (consecutive)

Climb the triangular trampolines with five consecutive jumps

Step on and jump across the four triangular trampolines placed apart, moving upward to reach the next timer switch located far above. The flower coins serve as markers for the next landing spot, so check the positions of the Chibi Flower Coins while jumping and move upward while collecting them all.

places, climb

Chibi-F

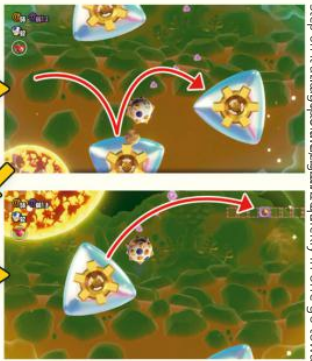


Step and make a big jump to the right, landing on the right. Time it so that you land on the triangular trampoline

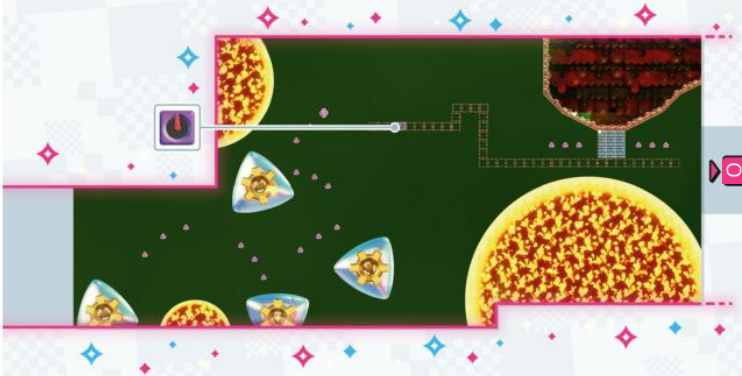
Jump by hitting the left

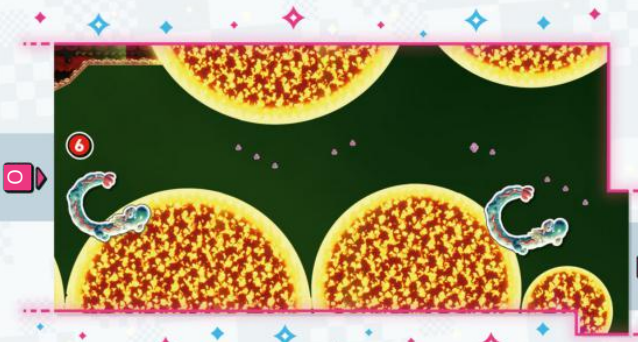
After jumping on the second triangular

Step on it and jump to the right. Time it so that you land on the triangular trampoline



and move quickly in one go toward the

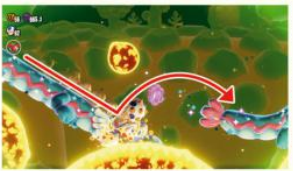




P.≥26

6. Don't stop on the Dragon

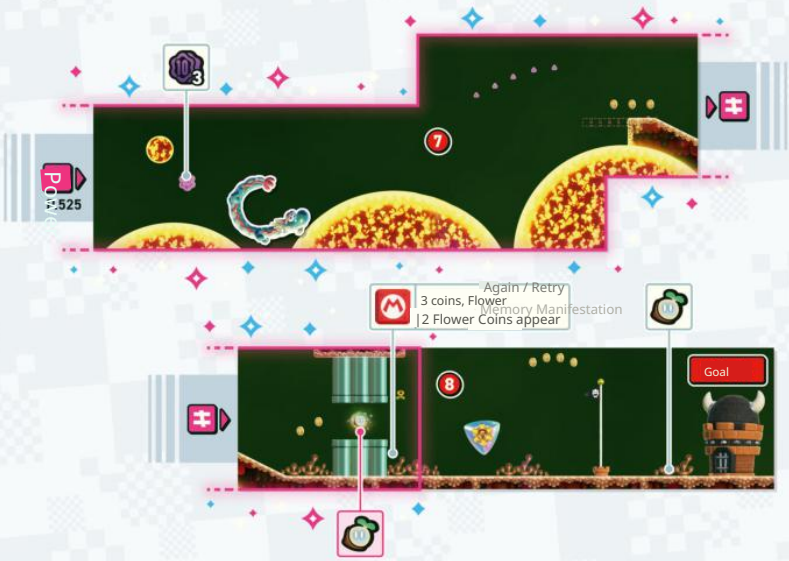
You cross over and move along fossil dragons that travel between balls of lava, but the fossil dragons follow a route that quickly plunges into the lava spheres. If you stop even briefly on a fossil dragon, you won't be able to reach the next fossil dragon and will be swallowed by the lava. Dash forward, get as close as possible to the edge of the lava, and then move to the next fossil dragon.



← Stone Tablet

Dash over the dragon

If you move by dashing, you can get 10 flower coins as well.



7 Jump near the middle area of the 化器 Dragon's body

The monstrous young dragon that blocks the way to the
It changes its route sharply downward and ends up plunging into a lava ball.
Like the other transformed dragons.
If you advance up near the head, your jump height will be
Climb the foothold
...and you will no longer be able to climb the platform. Fossil Dragon
around the center area
Jump from around the center of its body.

Fossil Dragon Body
central area
The central area of this body is at the highest point, so

8. Use a trampoline on top of the ground

Use the triangular trampoline located just before the goal.
If you don't jump, you'll grab onto the top of the goal
None. The triangular trampoline is slowly rotating clockwise
so wait on the pipe where the Wonder Seed was
and time your move. Dash-jump just before the top of
the triangular trampoline becomes horizontal.

★ Dash-jump
and hit the triangular trampoline
then perform a big jump
and quickly move to the right.

Flower Isles SP

Corner! Goomba Revival

Friend Race

Hidden Goal

Notable Mechanisms

Enemies to Watch Out For

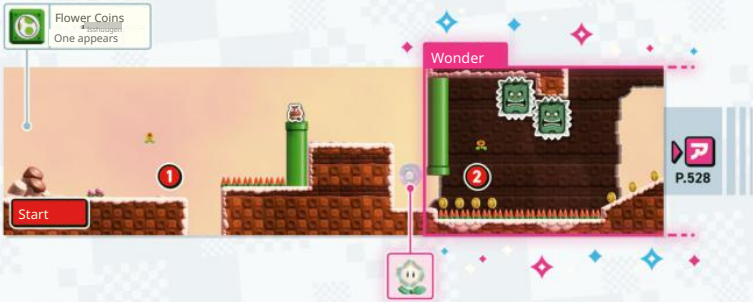
Appearance: Dash of the Flower Isles

Condition: Clear the "Hanachan Race"

Movement speed

Movement speed is slow, and jumping is also transformed into a Goomba that can hardly jump.

Avoid enemies and traps as you proceed.



1 Emerging from the pipe

Jump by stomping on a Goomba

There is a spiky ground right in front of the starting point, so you cannot proceed as is. Therefore, jump by stomping the Goomba that appears from the pipe to move forward.

Stomp the Goomba that appears from the pipe and jump to progress.

★When the Goomba lands on the spikes, perform a running jump. Stomp th

② When the left Thwomp rises

Move immediately

Approach the left Thwomp and make it fall. Once the Goomba has appeared from the pipe, move forward immediately and make the right Thwomp fa

When the Thwomp rises and a space opens for movement, advance before the left Thw

※This is not the official name.

3 Ride on the Thwomp

Fall into the rock

Drop the Thwomp located to the left of the 10 Flower Coin and ride the falling Thwomp upward. When approaching the 10 Flower Coin, move to the right and drop down without jumping to obtain the 10 Flower Coin.

4 On top of the chikuwa blocks

Keep jumping

There is a chikuwa block ahead after passing over the four Thwomps. If you keep moving normally, the chikuwa block will fall midway, so continue moving forward while keeping your jumps going.

5 Ride the right edge of the trampoline lift to collect the 10 Flower Coin

To collect 10 Flower Coins, at the very bottom on the left and right
Ride the trampoline lift and move to the right edge
It is necessary. Until you get close to the 10 Flower Coin,
carry it while keeping to the center of the trampoline lift
have someone carry it, and when you get near the 10 Flower Coin, quickly
ride the right edge to obtain it.

If you start moving back to the left while in the air you can return without being left be

6. Get off the trampoline lift and avoid the rolling rocks

After passing the trampoline lift area, rolling rocks will come down from above. At first, hide behind a tree to get through and then move forward. After passing through, rolling rocks come from the upper left. There is a spot where a boulder rolls down, so before the rolling boulder

Stop just before the edge where you would fall. Rolling boulder
Start as the boulder passes by. The next rolling boulder
proceed to the right, rolling rocks come from the upper left.
rolling boulder and avoid the rolling boulder.

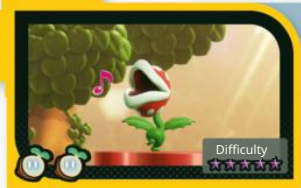
7. Collect while stopping on top of the 10 Flower Coin

In the middle of a wide-open hole, there is a 10 Flower Coin
(note: fragment appears incomplete)
so first wait for the Wonder Wiggler on the left to
blow out a bubble. While stepping on the blown bubble
approach the 10 Flower Coin, and stop on top of the 10 Flower Coin.

Fall straight down to collect the 10 Flower Coin; the
migi-gawa (right side)
bubble blown by the Wonder Wiggler on the right
will come and you can step on it. While riding the
bubble, move right and then climb onto the platform.

The bubbles that burst out become
If it starts to flatten, move off the plat
Jump. Step on the bubble
On top of the 10 Flower Coins.

Step on it while
returning to the
platform. When you
collect the Wonder-chan's bubble co



Championship
Marching Together

Friend Race

Hidden Goal

Appearance: Wonder Sea of the Special World
Requirement: Possess six or more Code Cards

Going to the Middle
Notable Mechanisms

Up and down
Enemies appear on the course in time with the rhythm

Various enemies appear from different places. Also, items
Don't let your guard down even in familiar places.

Enemies to Watch Out For

renzoku (consecutive)

1. Hit the long question blocks that appear consecutively in a set of five

When you become Wonder, long question blocks will appear immediately.
Before appearance complete, the next one appears. When struck, the next long question
Appearance
Consecutive appearances
Blocks will appear, coming out consecutively in a set of five. 1
If you hit them in order without missing a single one, at the end
10 flower coins appear.

Rice appearance
The question-mark block that appears third is quicker to hit with a hip drop is faster.

4 coins, Flower
One coin appears

Five coins appear. Flower
One coin appears.

Kick the yellow pipe to wall-kick

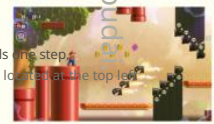
Dodge the big Run-Run Piranha Plant

From the pair of red pipes lined up on the right edge, a big Run-Run Piranha Plant descends. You can't avoid it by jumping. Because it is difficult to pass, use the yellow pipe and wall-kick to avoid it.

Big Ranranba
When the Koopa descends one step,
Jump into the yellow pipe located at the top left
and wall-kick
Jump over the top here.

Wait on the soil and let the Bullet Bill pass by.

After dodging the giant Ranran Piranha Plant, stop on top of th
When the scrolling stops, simultaneously go upward
A Bullet Bill turret fires Bloopers from below.



The red pipe leads to a trampoline lift,
so if you go down,
you will automatically jump
and it becomes hard to avoid.

Today

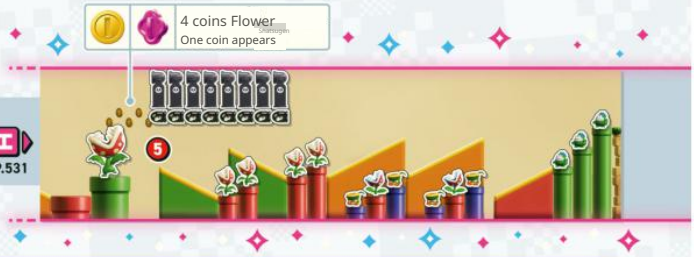
Consecutive Long ? Blocks
Nablock appears

P.532

Hit the long ? block that appears four times in a row.

When you hit the long ? block here, it will appear ahead
A long ? block that makes a man cry appears. Four appear in succession.
When they appear, if you hit them all in order without missing any,
You can obtain 10 Flower Coins. Because there are many enemies
Be careful.

Gabon is in a place where it is ha
so instead of forcing a defeat,
use a long hat
To hit the Nablock
Let's go ahead.



5. Beware of the Ran-Ran Piranha Plants that charge forward five times in a row

Ran-Ran Piranha Plants emerge from the red pipes that appear from below
They appear two at a time, four in total, and approach. Ran-Ran
Because a Ran-Ran Piranha Plant is nearby and the platforms are slanted
it is hard to dodge; therefore, before they start moving,
get onto the second green platform.

After avoiding the Bullet Bill flying
immediately
move to the second green platform.
When the RanRan Pakkun starts to
jump.

⑦ Dash-jump into the space between the large Ranran Pakkun.

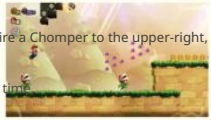
The 10 Flower Coin
Between two large Ranran Pakkun
It is located between
them and moves at the
same speed as the
enemy. You can't defeat
it by stomping, so
dash-jump into the gap between the two large Ranran
Pakkun to grab it.

It keeps running at high speed, so from a distant position
reach it by jumping from the large Ran on the left
you can't
Get close to the Ranbackun before jumping

Collecting 10 Flower Coins, run
and try to get as close as possible
to the large Ranran Pakkun ahead, then jump to get ove

6 After firing the Chomper, the scroll speed increases

When you reach this point, the scrolling may stop in large quantities.
A large number of Chomper turrets appear here. If you fire a Chomper to the upper-right, the course will immediately begin to scroll rapidly after firing, so dash. However, even if you cannot move in time, you will not be pushed off-screen and lose a life.



Enemies like Lally Piranha along and others can be dashed past as the screen s
It is easier to dodge if you move at the same speed as t

Power P.534

8 Defeat the giant Ranran Paku-Paku
Avoid them with a dash jump

As with the location of the last 10 Flower Coins, Two giant Ranran Paku-Pakus run at super speed Get between them by jumping and dodge through.

A Killer will fly over the big Ranran Bakkun, so jump a little early to avoid getting hit.

9 Jump up into the higher platform
Stay mounted on it

If you avoid the giant Ranran Paku-Paku, you will immediately s
A higher platform. Because it is not connected to the platform you jump onto it.

After dodging the 4th big Ranran Bakkun, there is the next platform, so jump immediately.

10 Just keep dashing continuously and it's OK

renzoku (consecutive)

At the section where you move across consecutive diagonal platforms by dashing is a large number of Spinies and Snap Piranhas emerging from beneath the platform. Things pop out. It looks difficult to dodge when there are too many enemies, but the contrary, those who stop moving are in danger. It's terrible. How to It's dangerous. If you just keep dashing, you can run through without hitting any enemies.

◆ As long as you don't stop, it's OK, ➡ so you can proceed while jumping to collect small

11 Be careful not to fall off from the young bridge edge.

When the wonder ends, there is a goal in front of you. If you touch the Happy Flower near the pipe, the pipe will appear and form a stair-like structure. If you dash-jump from the right-edge pipe, you can grab the top of the goal ball. If you fall you won't be able to climb back up, so be careful not to fall when dash-jumping.

The highest pipe ◎ pipe

When you climb the highest p

Super Championship

Wonder Forever·

Appearance: Wonder Sea of the Special World
Condition: Possess 16 cards

Friend Race

Hidden Goal —

Notable Mechanisms

Kaishu*

Enemies to Watch Out For

Box Condor | Wonder Springboard | Roller Skates Economy

Immediately after
Mysterious events right after the start
Chūkan (Midpoint)
Continuous occurrence
Continuous occurrences; mid-point
Long course without it.

Shaku Muka chūō (center)

1. Ride on the center of the inchworm pipe where it is easy to avoid Hakondoru

When you touch the Wonder Flower, the pipe near His [illegible] turns into an inchworm pipe. After moving forward a bit, fi[illegible] Hako ndoru will fly toward you. If you are on the center, it's eas[illegible] them, so keep to the center and jump to avoid them and proceed.

Shukuto inseki central chūō (center)

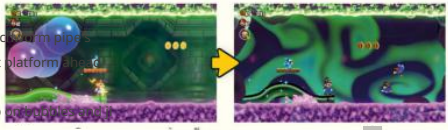
Shuki Mudokan movement
←The inchworm pipe keeps movin so above
It's more dangerous to move arou Jump straight up to avoid the ha condor.
Ko mawa broom sword

*This is not the official name
official name

P.535

② Move to the right edge of the 2-shaku-taking worm to avoid the foam

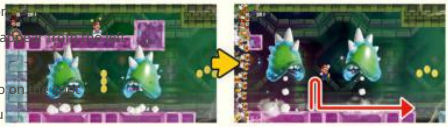
The first five Hakondoru that fly in
After dodging it, immediately go to the in
Move to the right edge. Get onto the next
Wonder Fukiyan blows out bubbles
...so if you stay in the center, you will step
They are forced to jump and enter the
poisonous swamp above, causing a mistake.



If you are riding on the bridge, the
The bubbles just pass over the top.
Keep riding on the right bridge.

4 Make the giant Hoppin jump to break the jewel block and go downward

When you reach the Jewel Block
a large swarm of Wonder Gashigashi will
Dash forward because of that. Giant ho
When a Hoppin appears, jump straight up on
and let the giant Hoppin destroy it for you
To (enter). After descending, jump straight up once more. You must hit the giant Hoppin twice; after hitting it
twice, jump once, then pass under the huge Hoppin. Note that it cannot be destroyed. Move the Hoppin aside and go through.



3 Move along the upper lift while in slow motion

When you advance this far, everything except for the player will begin repeating a cycle of "speeding up, slowing down, stopping" over and over. When it slows down proceed along the lift located above.

A silver L-shaped pipe contains a Happy Flower that, when touched, causes the silver pipe to move. While in slow motion, the lifts move more slowly, by riding a series of higher-positioned lifts you can collect 10 Flower Coins. If it becomes too slow, you cannot ride onto the silver pipe.

5 Step on 5 Wonder Amy

To the platform on the opposite side

Two Wonder Amy appear side by side from the large hole if you want to They pop out. To get across to the other side, you must jump Stomp the appearing Wonder Amy in midair and then jump is necessary. When Wonder Amy appears, vertically of the three coins lined up and drop down to collect them.

6 Defeat Biyon while Proceed slowly

in large quantities

At the right edge of the area where a large number of Piyon ap a Flower coin is placed there. Enemies other than Biyon do not ap so they do not appear; proceed by defeating them one by one fro approach. Once you defeat Piyon, then aim for the foremost Just proceed through the lower passage to take them.

Country P338

⑦ Ride the Wonder Long Killer in succession and keep moving forward

Wonder Long Kira flies down diagonally from the top toward the lower left, causing a mistake. Located in the sky so from the left in order, Wonder Long Ki

The coins serve as a guideline for the height to

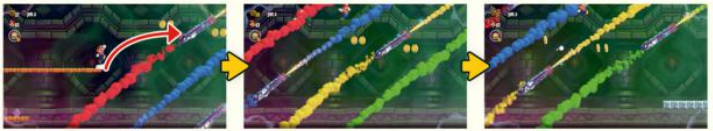
Proceed by riding through successive riders. In total, ride through four of them.

Since you will go that way, the first Wonder Long Kira

reaches the height of the coins, jump. Note that

If you get on when — is positioned lower, the height is insufficient.

Wonder Long Killers fly in succession, so wait patiently before making



⬆ Whether you can cross depends on the first jump. is important. Try to get on at as high a position as possible.

⬆ When riding the Wonder Long Killer, wait until the Wonder Long Killer emits a light gre then jump forward.

If you land on it, go to the block below.

8 Dodge the electric shocks while breaking obstacles with cannonballs

Pass through the Wonder Long Killer area and ride onto the block. However, after a while lightning will strike the ship From below, a boat will appear. Press the switch attached to the block Shoot cannonballs from the cannon, advancing while attacking obstacles and enemies

Move away immediately when lightning is generated

Buried kinds of lightning lightning a is generated emergent

Electric Shock

A flash of light appears where it will fall before the electric shock.

Move away immediately when lightning is generated

Immediately after the lightning disappears, return and press the Witch

Attack objects.

Enemies and obstacles that block the way

obstacle, press

9 The course begins to be consumed by worm-eaten holes starting from the left side

When the area where you proceed by boat ends, worm-eaten sections appear on the left side of the screen Appear. After a while, the worm-eaten sections start to swallow the course It begins to rapidly spread to the right. If you stop even for a moment

Jump over the worm-eaten parts, caus

and keep going.

10 Stand on the rocky ledge and jump over the Wonder Koronporin

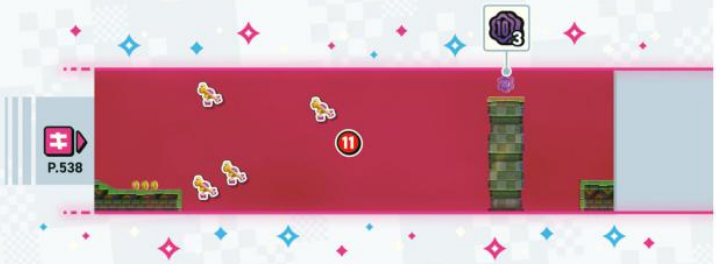
Three Koronporin will roll toward you, so jump to avoid them. The fourth one will be a Wonder Koronporin that rolls in from the side If it hits you from the side you'll be blown back to the Pest and lose a life

Rolling block

and since there are also spots with holes, let's jump over it with a jump.

There are two-tiered platforms, so get on the lower

Jump over the Wonder Koronporin.



11 Step on the roller-skating Koopa Troopa to reach the invisible dojo

Last 10 Flower Co

Just before the inn, (it) is not

Ro descending the platform

Rāsukēto Nokonoko ga

It exists. Three of them run side

Step on the

roller-skating Koopa

Troopa to jump and climb onto the invisible platform.

When the three roller-skating Koopa Troopas lined up climb onto the invisible platform above, da

places, climb

Jump to collect 10 Flower Coins.

13 Cross the blocks calmly without rushing, being careful of falling

After proceeding for a while, you enter an area where you progress as falling blocks change forward

On top of the hard blocks there are

many Hammer Bros. that will launch attacks

Additionally, if you fall off the hard blocks it counts as a mistake and you

The power is extremely dangerous. However, the Superstar Boo

Because a star is obtained, you become invincible.

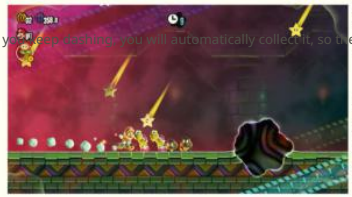
You can ignore the Hammer Bros' attacks, so stay calm and be careful not to fall off the hard blocks as

Once you get past the hard-block area,

the goal will be right in front of you.

12 Grab a Super Star and dash all at once

When you reach this point, a Super Star will fall from the gap that appears in the sky. If you keep dashing, you will automatically collect it, so there's no need to force y
Enemies approach from the front, but after grabbing the Super Star you become invincible—just dash and you can keep defeating them as you go.



No enemy few miles end
after progress is damaged

Ultra Championship Badge-on-Parade

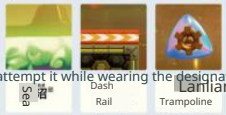
Friend Race

Hidden Goal

Appearance: Unlocked by collecting Medals ※1–4

Condition: ※

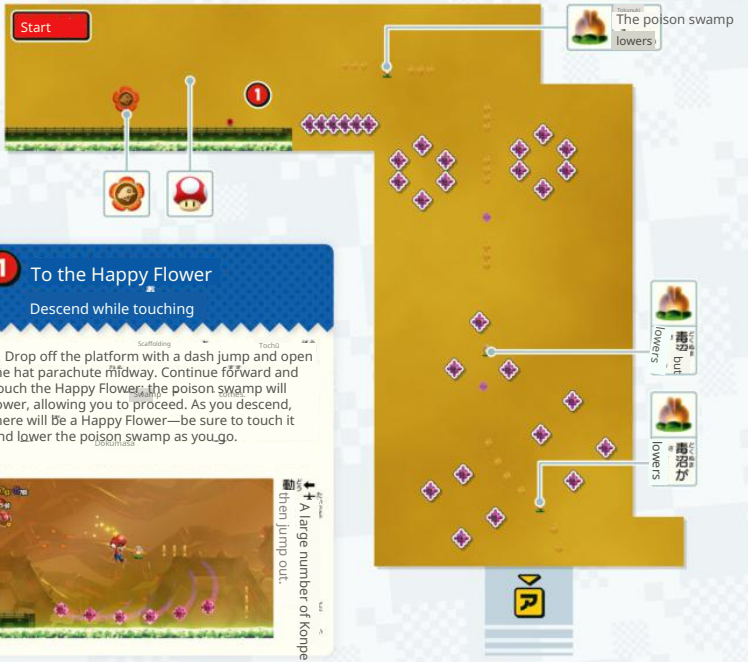
Notable Mechanisms



Enemies to Watch Out For

全 The longest course in the world. Jin Lanliang

Each time you warp through a pipe, you must attempt it while wearing the designated badge.



1 To the Happy Flower

Descend while touching

Drop off the platform with a dash jump and open the hat parachute midway. Continue forward and touch the Happy Flower; the poison swamp will lower, allowing you to proceed. As you descend, there will be a Happy Flower—be sure to touch it and lower the poison swamp as you go.

A large number of Konpeito move by, then jump out.

※This is not an official name. ※1 Medals ① Watched the ending Medal ②: Collected all Wonder Seeds Medal 3: Collected all 10 Flower Coins Medal ④: Grab the top of the goal ball on every course

2 Put on the hat parachute

Put it away to adjust speed

Descend with the hat parachute open, lower your activity while moving forward. There is a Konpei that moves so as to overlap t
So put away the hat parachute to change speed, avoid the Konpei, and touch the Happy Flower.

The time you can confirm is very short. Put it away or
Decide whether to leave it as is.

While collecting 3 coins

Move to the right

From here there won't be any Happy Flowers for a wh
so move to the right while collecting coins
Let's continue descending while doing so. Move broa
It is also possible to move, but (there are) hidden coins
There is nothing here, so don't move unnecessarily and
It's fine to descend while collecting them. Beyond the co
is the next Happy Flower.

4 Pass through the gaps between the three Konpei and touch the Happy Flower

The final Happy Flower is three co
It is located in a place surrounded by Numpei. Compe
I moves clockwise, so left and right
By moving to [destination], (you) can access the gap in Compei.
Becomes easier to pass through. Happy Flo
If you touch it, the poisonous swamp will sink fully.
All that's left is to go down to the very bottom and decide the position to approach.

While descending, check Konpei's movements. Then, touch the Happy Flower, start desc

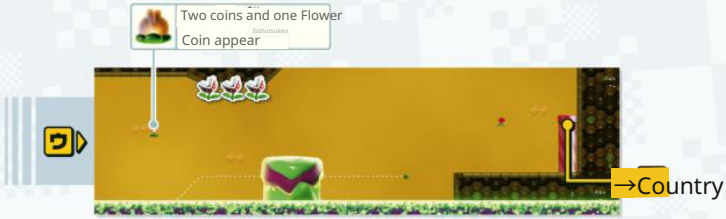
5 Go through all at once with a Hip Drop

Here you will attempt it while in a soft-jump state. First, jump onto the Pomp Lift and move it close to the Piranha Plant. The area where the Piranha Plant is located has a low ceiling and a long span, so you cannot pass with a normal jump. Use a Hip Drop to move the Pomp Lift all at once. After performing the Hip Drop, don't forget to crouch.

6. After a Hip Drop, jump forward

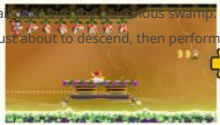
After passing the Piranha Plant area, beyond it there is an area where part of the poisonous swamp is rising. If you move th it will plunge into the risen sea

Because it will continue moving, perform a Hip Drop just before the first poisonous swamp and, while moving the Pomp Lift a long distance, jump forward to clear the swamp. If you land on the Pomp Lift that moved forward, immediately jump forward again to consecutively clear the poisonous swamps.



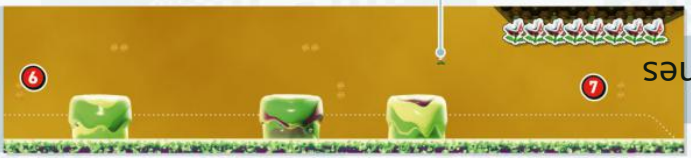
7. Move until just before the rail drops and perform a Hip Drop

There is a spot where the Pump Lift's rail drops, but it is just before the poisonous swamp. First, move the Pump Lift until the rail is just about to descend, then perform a Hip Drop. When the Hip Drop sends it moving all at once, immediately jump forward. Land on the Pump Lift that rises out of the water.



⬆ The Hip Drop propels the Pump Lift forward suddenly, so jump right away.

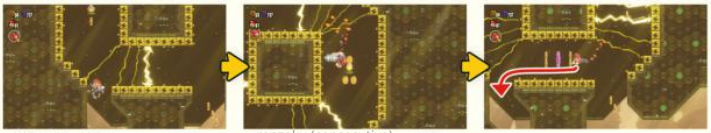
⬆ After landing on the Pump Lift, jump to avoid the raised swamp.



8 Swim clockwise as if following the discharge.

Discharges occur clockwise from a large number of discharge blocks. Since it emits electricity, first use a dolphin move to follow the discharge. Kick and swim to the upper left. There is a Happy Flower immediately, so if you touch it the Happy Flower and Kick avoid the discharge.

When you touch them all, ten Flower Coins will appear near the en Coins will appear. After collecting them, exit the way you came in a



The discharge block near the entrance will emit a Happy Flower. Wait until the discharge timing reaches the elbow-class level, then touch it while approaching the discharge.

Once you collect ten Flower Coins, a Happy Flower will appear in succession as well, so touch it while approaching the discharge on the lower left.

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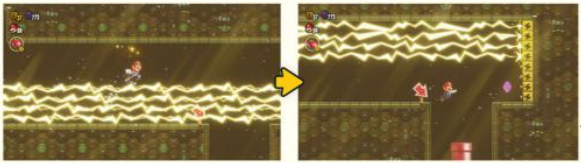
⑨ The top four and bottom four discharge blocks discharge in sequence

There are eight discharge blocks arranged vertically; the top four and bottom four discharge blocks repeatedly discharge in sequence. First, descend to the lowest discharge block, then move to the right from there. Light appears before the discharge occurs, if light appears above, go down. Because it occurs, if light appears above, go down. Occurred above the lowest discharge block, then move to the right and the red pipe.



Tsui-do Ren without dolphin Ride, if you keep near the center, Movement will be sufficiently in time.

You may do so. However, there is no need to force yourself to go and get it. There is only a flower coin.

11 Avoid the rising swamp from below by crouching and performing a big jump

When you drop from the ceiling dash rail, you will land on a short dash rail, so immediately perform a regular jump to the right toward the next dash rail above. As you move, directly ahead there will be a Black Ptooie attached to the low ceiling, so Crouch immediately. After dodging the Black Ptooie, the poisonous swamp in front rises up, so stay crouched and perform a big jump to clear the gap and reach the next small dash rail Land on that pole.

10 Crouch to avoid the Black Ptooie, then perform a crouch-dash jump

As soon as you drop from the ceiling dash rail, immediately crouch. See, dodge the large number of Black Pakkun as they are. Right after passing the Black Pakkun, there is a dash rail immediately. Crouch and do a big jump, grab the dash rail on the ceiling, and proceed forward.

12 Immediately crouch after landing to charge

When you ride the dash rail at this location, crouch immediately so you can trigger the Crouch Big Jump. Keep charging. The charge required to activate the effect will complete At the same time, you can see a vertically oriented dash rail above the upper right.

It comes, so crouch and perform a big jump into a dash to grab the rail. If you just stay holding onto the vertical dash rail, you will automatically grab the ceiling dash rail and be propelled automatically, so proceed forward as is.

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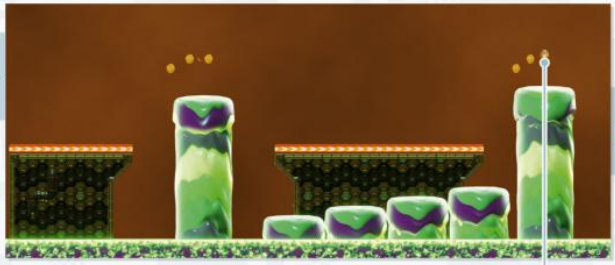


9 coins Flower
2 Coins appear

13 Step on the Watermelon Piranha Plant's se

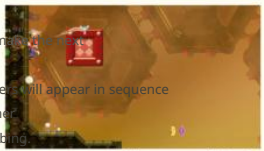
and onto the platform

When the Watermelon Piranha Plant spits a seed, jump at the same time; after stepping on the seed and jumping, Toward the side of the platform. Wall jump's bat With the effect, perform a cap-climb jump and go straight upward Jump and climb onto the platform.

As you climb onto the platform, the sea rises up at the same time so quickly move on to the next platform.

14: Twelve Happy Flowers appear consecutively

Touching a Happy Flower in this location will make the next Happy Flower appear. Twelve Happy Flowers will appear in sequence and appear one after another, serving as markers for climbing.



Touch the Happy Flower while stepping on the Seed of the Watermelon Piranha Plant, land on the upper-left platform, and climb the left wall using wall-climb jumps. Then jump to the platform on the right with a wall kick.

Step on 15 seeds and jump
102 Collect 10 Flower Coins

There are no walls or platforms near the 10 Flower Coins so step on the seed of the watermelon Piranha Plant on the left and jump to obtain it before entering.

Climb to the location shown in the photo
Once you have climbed there, place your foot
A watermelon
Piranha Plant is seeding on the right side of the field
Will launch (something) toward you
Wait for it.

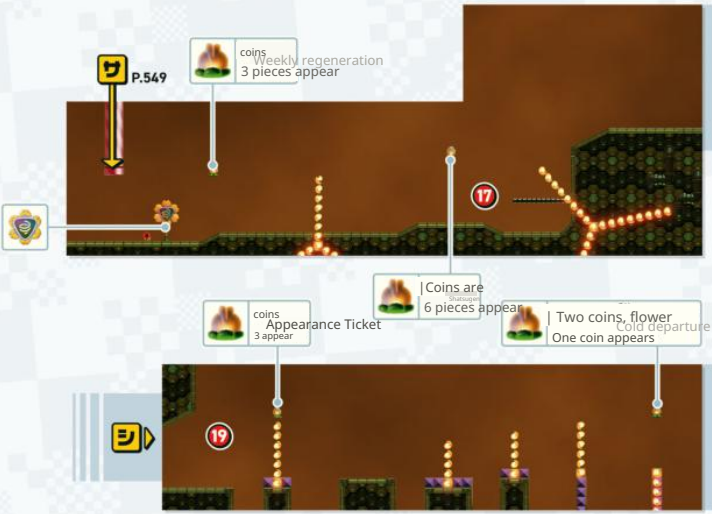
★If you jump
on a seed
that flies
toward you
collect 10
Flower Coins and land on the platform you jumped to.

After stepping on 16 seeds
Use a wall-climb jump to reach the topmost tier

Use the Watermelon Piranha Plant's seed even when climbing to the upper tier
Do so. Jump toward the side of the upper-right platform.
Then, use a wall jump to leap straight up onto the platform.

Pasaran's legs
are moving around the platform
so they interfere
Before it reaches, plant the seed
and move away
immediately.

is connected
appear consecutively. Touching all of them awards
1 Star Coin appears



renzoku (consecutive)

17 Clear the Fire Bar by jumping over it with two consecutive jumps

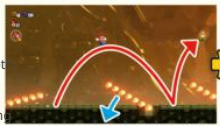
The effect of the badge on the panel that causes contin
Movement will occur while in an active state. The file is div
places, climb
There is a foothold near Abar that can be climbed, so Fai
Hop in place just before the Fire Bar. The Fire Bar is slightl
renzoku (consecutive)
When you move onto it, jump to land on the platform and
places, climb
Let's climb up by pushing.

Wait just before the slightly floor, and when the firebar passes over the platfor

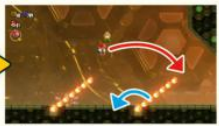
Tochū
Speed
Fast
Passage

18 During the section, without stopping, pass through two fast-rotating firebars in one go

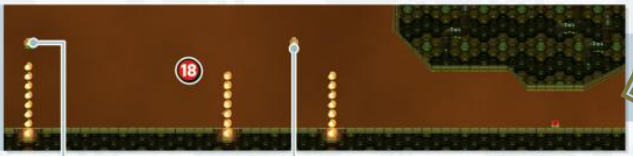
A fast-rotating firebar is nearby
Main setup
Two are placed at a distance. The fire
If you stop between the bars, avoiding bot
firebars becomes difficult, so
Passage
go through them all at once. When passin
If you don't make a big jump at times
you'll hit the fire bar.



the left fire bar will sink into the ground
Begin moving at the right timing.

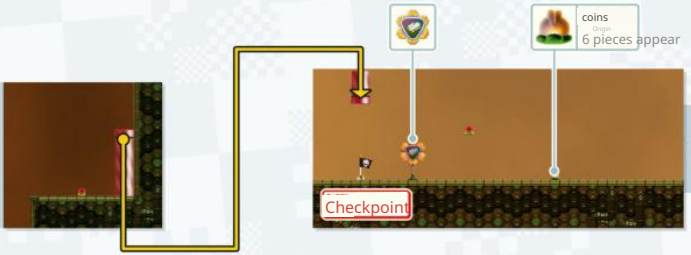


If you dash straight ahead with a big jump
You can easily dodge the fire bar.



Again / Retry
2 Coins, Flower
One coin appears

14 coins, flower
Skewer Isshutsuken
One coin appears



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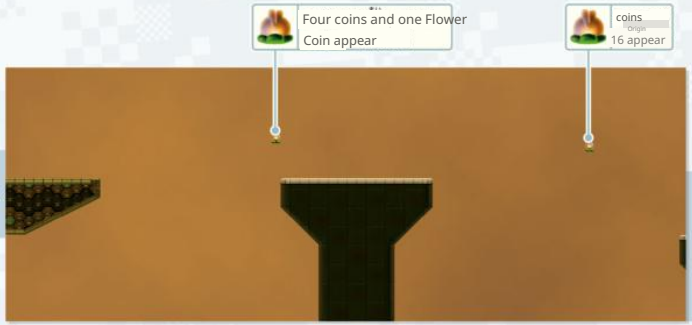
In progress

19 During a jump, use an aerial spin to shift the landing timing

The fire bar rotates quickly, and the platforms you can land on are a bit far away.
The best timing to jump is when the fire bar is facing upward. With this timing, you can land when the fire bar moves downward.
When you land, perform a vertical jump and time your leap to the next platform.
Try to judge the timing for the next jump.
To avoid hitting the fire bar while waiting, it is also important to shift your landing timing by using an aerial spin.

Jump to dodge. If the fire bar spans a large distance—such as across one block of platform—use an aerial spin when crossing.

Timing with an aerial spin
Shift it to land safely.



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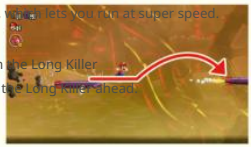
20 Ride a series of Long Killers to reach the next platform

You will proceed under the effect of the Jet Run badge, which lets you run at super speed.
Here, Long Ki
a Killer is flying in from the left, so while running, land on the Long Killer
and land on it. Immediately perform a dash jump to ride the Long Killer ahead.
Repeat this to aim for the distant platform.
Aim for the next platform further ahead.



When
jumping from
a Long Killer, use the badg
Due to the effect of the j, a litt
Run through
the air and then jump.

21 Jump when you touch a Happy Flower

Use the slanted platforms to progress upward.
However, the gaps between platforms are very wide, so the
Jump at the very limit of the distance you can walk in the air under the effect
You can't reach it otherwise. That's where the two platforms come in handy.

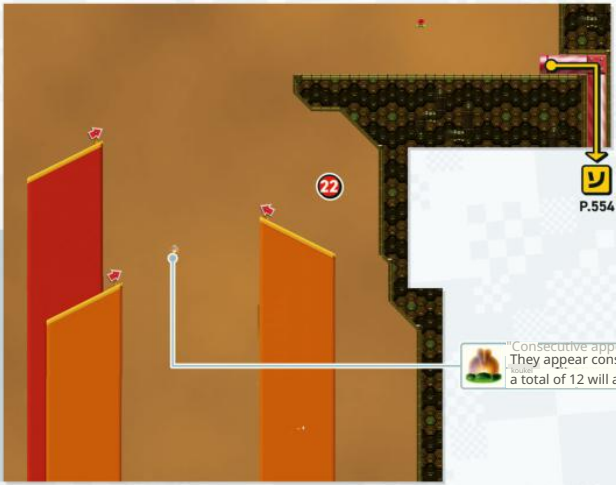
Chūkan (Midpoint)
The Happy Flower located between them — Happy Flower
is a place with an air gap
where the line you can walk on in midair is just barely maintained, so
If you touch the Happy Flower, you should jump
and you'll barely be able to land on the next platform.

coins
4 pieces appear

22 Change direction with a wall kick

At this spot you need to reverse your movement route, but because your speed is high, even slamming on the brakes may not stop you in time and there's a risk of falling. Therefore, instead of braking hard, jump toward the wall as is. If you kick, you can safely change direction to the left.

- After changing direction, leave t and run through the air,
- If you touch the airborne Happy Fl Wa immediately perform a short jump.



"Consecutive appearances"
They appear consecutively; if you touch them al
a total of 12 will appear, and 1 Flower Coin will a

Jump out on the 23rd jump and use a Float Spin at the location of the coin below

Can gain a small upward b

Float Spin Badge

Proceed using its effect. Left

Ride the platform that move

When the platform moves all the way to the right, jump

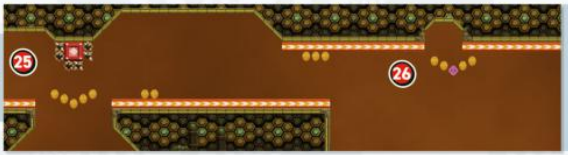
Jump. At the location where

use a Float Spin at that spot.

Land gently.

When the platform reaches its farthest point, jump; if you fall to the coin's location, use a Float Spin

Jump out and fall while moving to the right. Use the spin, rise slightly, and land.



25 Drop off the dash rail without jumping and use a float spin

Spiked blocks on the ceilin

There are spiked block obstacles on the ceiling, so if you jump you'll hit the spikes. Therefore, drop off the dash rail without jumping and immediately use a float spin to cross the gap.

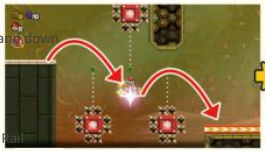
As you drop off the dash rail, use a float spin at the same time—the coins form the movement rou

so if you move to collect them all you can cross.

times

Be careful of the dash rail immediately after passing through the gap in the 24th hazard

Spiked block attached
The platform is moving up and down
So, when the space is at its widest jump and perform a Float Spin. Land
The landing point is a Dash Rail
so immediately ascend with a Float Spin and collect the coin with a jump. Land on the next Dash Rail while collecting the coin.



There are obstacles where you jump off the Dash Ra
So avoid them with a Float Spin.
Land on the next Dash Rail while collecting the coin

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26 Float Spin immediately after releasing from the Dash Rail

Dash Rail on the ceiling
If you grab onto the Dash Rail and go, the dash rail is partially broken. If you let go of it yourself but from the broken rail
If the dash rail is released at the same time, when you separate the distance, you won't be able to reach it without using a Float Spin. Use a Float Spin. If you don't use

a Float Spin at the moment you separate, you may ris

27 The blue block attaches in order to the "Achi Achi" stone

Use the Vine Shot to attach to the sides of blocks and Hot Stones and move around. First, from the top of a Hot Stone, jump down onto a hard block and stick to it, then immediately perform an up-left Hot Wall Kick.

⬆ from the top of the Hot Stone, ↓ Jump

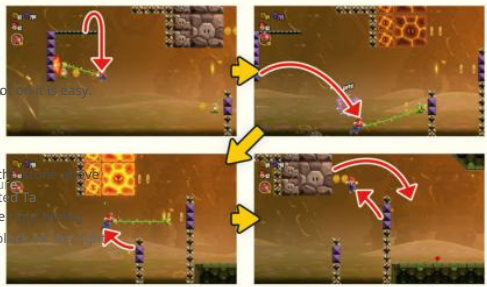
When you stick to a hard block, kick ⬆ ↖

When you get near a Hot Stone, use the Vine Shot

28 Perform four consecutive vine shots in midair.

First, while falling from the platform, latch onto the hard block on the left. Shot. After jumping right off the hard block, to perform a vine shot onto the hard block located between the spiky blocks and cling to it.

Block on the right after jumping with a wall kick from there, turn and stick to the hard block located between the spiky blocks and cling to it. Finally, wall-kick off the hot-rock to proceed.



➡ The first hard block is tall vertically, so landing a vine shot on it is easy. First, stick here and cling.

➡ To avoid getting stuck to the spiky blocks, use the Happy Flower as a marker and fire a vine shot

➡ The hot "achiach stone above became overheated Ta Jump out with the right timing ↘ To the hard block to the right Stick to the block Do that.

➡ When the hot-rock's temperature drops, jump imme Hit the vine shot on the stone and move to place by jumping.

They appear in succession; if you touch them all, coins will appear: 6 regular coins and 1 Flower Coin.

→ P.558

29 From the Hot Stone Jump

Jump while riding on a hot rock, younger
Hit a sizzling shot at the sizzling stone
. Do it before the stone's temperature rises further.
Jump with a back kick and cling to the left wall, Sho
Stick to it with a butt. Then kick off the wall,
jump, immediately turn left and repeat wall-hang
and jet maneuvers to keep climbing.

This part

When the temperature drops, immediately jump to the left wall before the stone figures
Start moving quickly. Kick off the wall to detach. Climb using a vine s

30 Climb all at once when the temperature of the Ara-Ara stone drops

Before the left hot stone's temperature rises, repeatedly perform vine shots
and wall kicks in succession to climb up all at once
which is critical. The period while the temperature is low is short, so

ces, climb
If you don't repeat vine shots and wall kicks as fast as possible,
you won't make it in time. Partway through, the hot stones will beg
Once
you get stuck, descend all at once and reset.

Use a dash jump to get as high as possible. Repeat vine shots and wall kicks at maximum speed. Finally, attach with a vine s
Stick to the wall with a vine shot at the target position.
Repeat and climb up all at once.
Aim the vine shot and attach to the wall.

31 Check the player's location with the smoke that appears when landing from a jump

The effect of the invisible badge that makes the player disappear

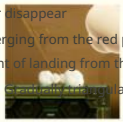
You will continue moving while it remains activated. Emerging from the red pipe

If so, repeatedly perform short jumps, and at the moment of landing from the jump

Check your current position by the smoke that appears.

Near the front

Advance up to just before the springboard.



★The smoke generated during jumps and landing

An important point for knowing the player's positio

10. Can be used anywhere with a safe foothold

renzoku (consecutive)

Adjust your position by jumping with the smoke.

On the 32-degree triangular trampoline, do not stop standing

renzoku (consecutive)

When the trampoline is out of sight, pass through triangular trampolines successively.

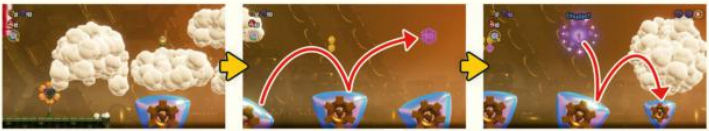
keep moving vertically, the number of times you miss

It is difficult to bounce vertically many times while remaining in sight.

it is narrow, so with one jump reach the next triangular trampoline

Only on triangular trampoline is rotating, but you

approach it by making a big jump from the triangular trampoline in t



Up to the second triangular trampoline, there is a cloud just before the 10 Flower Coin—it's easy to spot the location once you

and head for the 10 Flower Coin. Step and jump to the right.

Jump to the 10 Flower Coin. Step and jump to the right.

8 coins, flowers
One coin appears

They appear in succession; if you touch them all,
7 items appear, and 1 Flower Coin appears

Use the disappearance pattern of 33 to confirm the player's position and adjust the landing spot with an aerial spin

Step on the purple Boosket fired from the Boosket turret, and proceed; a green Boosket will fly in from the right. Appears

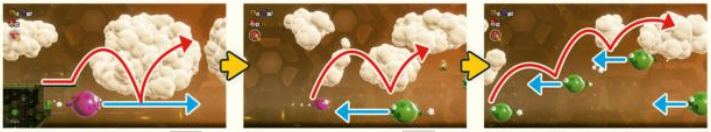
Check the player's position by the way they disappear.

After checking your position, extend your airtime with an aerial spi

When proceeding forward while stepping on the green Bu

Again / Retry

ske that was easier to step on Boost Ke (Booske).



Just before the leaf bosuke is launched, use an aerial spin to adjust your landing spot, confirming your position by how the c
dash jump.

Proceed while stomping on the purple bosuke.

Stomp on the bosuke.

Strong soldiers

Triangle

34 Jump just before the top of the triangular trampoline becomes horizontal

Near the front

ockwise rotation

Just before the goal pole, three rotating clockwise
There is a corner trampoline. Check the jump smoke.

Stand on the edge of the platform, with the top of the triangular trampoline being water
Jump just before it flattens. Step on the triangular trampoline
and then jump to grab the top of the goal.

Of the triangular trampoline
Stepping on the right side makes i

Sky

Adjust your landing spot with a mi
and descend.

Super Mario Bros. Wonder

Perfect Strategy Guide

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